

Monday: Team Week - Project Pitch

In the 5th week of this course we will be working on web applications in groups of four. In preparation, we'll take the coming week to generate ideas and sign up for teams, so we'll be organized and ready to go first thing Monday of week 5!

Homework

Generate an idea you would like to help develop into a working application. It could be a game, a new business idea, something educational, something fun, something to help others or something to change the world, an application or website a friend or family member could use, etc.

Past Student Work

Here are just a few examples of the types of projects past students have built during Team Week:

Sites to plan activities.

Vacations, camping trips, road trips, weddings, pub crawls, organizing your friends together for a weekend.

Ride sharing

A car pooling site for people using the same routes

Apps to lend a hand.

Locate stolen bikes, missing pets, organize resources after natural disasters,

Tools to connect people.

Helping musicians find other musicians for jam sessions, puppy play date finders, dating sites, interest-based meetups or communication tools, virtual study groups.

Games

Text-oriented games like "Choose your own adventure"-style storytelling games, room escape, RPGs, word games, Oregon Trail.

Digital versions of your favorite games, such as Clue, Poker, Magic, Chess, Monopoly, Cards Against Humanity, Breakout, matching games, etc.

Productivity Tools

Checklists, organizers, note-taking, household grocery or to-do lists.

Websites for real people.

Websites and apps for local businesses, family friends, etc.

Timeline

Monday and Tuesday

Brainstorm Ideas

Monday morning, begin listing project ideas on the glass wall including:

- A Title and brief description of the project
- Your name
- The language you are learning

Over the first two days of the week, ideas will be added and updated on the board. Students may sign up as they see projects that interest them. Talk to potential groups; ask questions; sign up for a project you feel most interested in and passionate about!

Wednesday

Sign Up

Everyone is required to sign up for a team no later than Wednesday. Remember, all teams should contain 4 students. If a team already has 4 people, it is full and cannot take on additional members. Sign up by entering your full name next to a project.

Thursday

Confirmation

On Thursday Technical Mentors will confirm all teams have 4 members and a project idea to begin working on next week. If teams are short of members we'll help facilitate connecting with additional teammates, or re-arranging teams as necessary.

While you won't begin work on your project until the following Monday, you're encouraged to trade contact information with your teammates and start any planning or brainstorming outside of class