

The Bug Squad

1) **Members:** Harold Bermudez, Alejandro Martinez, Mason Roberts, Vincent Nguyen

2) **Deliverables-** (Most to least)

Step 1. (Apply matching game project 5 to project) Must be completed by Monday December 6th

Step2. (Apply proper html to project 6) Must be completed by Tuesday December 7th

Step 3. (Apply proper css on project 6) Must be completed by Wednesday December 8th

Step 4. (Apply javascript on project 6) Must be completed by Friday December 10th. This will include Try/catch, functions, repetition, DOM, and topics that were covered in class

Step 5. Make sure everything works properly. If not, go back and repeat the steps again until the page behaves properly.

3) **Define what task you are creating**

We are creating a browser bug in the previous project. Everything will look the same, and work properly but added bugs in our project. However, it will probably have some modified parts to make it even more annoying. In this project, after the user loses, and calls game over, a pop up bug will appear on the screen, and the user will have to restart the whole game.

4) Pitfalls that are most likely to occur:

- Off task
- Miscommunication on the instructions
- Different ideas not colliding
- Distracting others while working
- Case sensitive letters against case insensitive letters
- Breaking off the group
- They might have images that are not accurate enough to be just the images they may include background colors
- Also they might have little bit images that can't go the git hub but soon figure out solution of that