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Final Project Scheduler/Task Manager

Using the Project Goals/Scheduler in the Resources Channel of Slack, craft a 3 sentence project statement (think elevator pitch) that tells a Grandmother what your project is about and what it does. Add other information as needed, but keep it brief - specific but at a high level.

First Step:
My project is about bringing attention to endangered species. It will show detailed scenes of three different endangered animals and the events that led them become endangered. After a certain point, the user will be able to interact with the scene, which will help illustrate how people can help.

List out specific goals for the project. Possible examples: Develop 5 puzzles, successful use of The New York Times API, utilizing vectors to create movement, creating 5 different classes each with several methods that gets utilized through the project, creating 4 different types of interaction, creating a state machine to manage graphics/interaction, thoughtful integration of sound, integration of sensors, etc.

Second Step:
List of Goals:
Create the classes for the animals I will need more than one of
Use vectors to show movement
Create three different types of interaction, unique to each animal
Integration of sound relating to animal's habitat in order to evoke feelings for the scenes
Use booleans to control the scenes so there is no lagging issue when scenes change
Create the homepage which will have each animal and user can click one to lead to its scene
Include all the resources in code

In the 31-Day Challenge area, list your inspirations, resources, references that you are going to pull from. These should be diverse and beyond the supplied textbooks.

Third Step:
The resources I will be using will be the reference pages of Processing and P5.js along with the textbooks from class. I will also be using the Youtube channel of Daniel Shiffman because I learn well with visual and audio. *In Pieces* by Bryan James inspired me to work with sound, and time and endangered species. A classmate, Madison Lutz created work with bees that followed the beehive for our Sketch 4, where we worked with vectors. When I saw her work, it inspired me to include a vector of bees, although the visuals, interactivity and purpose will be very different. I will make sure to give her credit in my code as well.

Then, break each of your goals down into smaller tasks. Stage these smaller tasks as goals for each of the 3-4 weeks. Break things down into decipherable tasks.

Tasks for the 2 remaining weeks:

April 18: create the classes for each animal and use the vectors when I need them, include movements

April 19-21: work on the background of each individual animal and begin working with time

April 22-25: work on the interactive actions the user can take

April 24: attend office hours to get another mini lesson on the keyPressed(){} function that will check the keys and flip the variables

April 25: Attend coding hours with Kelly

April 25: implement what I learned from office hours

April 26-27: include the sounds for each scene

April 27: Office hours or Coding Hours with Kelly depending on what I need help with at that time

April 27-30: make the code efficient, fix up any bugs that are left

May 2: PRESENT!

Review the Final Briefing for the milestone requirements for your working prototype, beta version and alpha version. Factor in what needs to be achieved by these dates with reference to your project and fill in your project plan accordingly.

Will do!