ShellHacks notes:

First Day was rough. Spent most of it speaking with companies and recruiters but the event was very disorganized. They confirmed way over the total capacity of the KCC and, unsurprisingly, had to turn people away. Many were pissed.

Day two we’re coding. Learning how to use CSS and HTML rn. Team is slaving away :P

Using Twine since they have shorthand notations that make it easier to create. However, we still take the time to learn the CSS and HTML functions/flags being used. Creating a website that will act as an interactive cookbook for the inexperienced, users can input what ingredients they have and site will give recommendations based on the inputs. (What is the learning accessibility aspect? Cy mentioned text to speech)

Learning the difference between where data goes and where things are formatted. So CSS and HTML are thingies that are used to format info. Add a background to a page through the CSS and learned that you can’t just add it to the.

Also learned how to use GitHub features to collaborate with team members. Utilized, pushing, pulling, branches, etc.

Took a shower, locker room was kinda gross cause naked people.

We’re gonna split up the project by page and then combine them later since the GitHub seems to take a little extra work.

Day three

Things came to a head this morning. Had to copy and paste all of our code into one project since Twine doesn’t have any collaboration features. Got things done while eating dunkin donuts lol.

Demo went well, we had to stay to demo for multiple judges. They all seemed to praise the fact that we started with zero HTML, CSS, or hackathon experience. Definitely want to build the skills to do this type of thing again. So glad to be going home