Project 2 – Documentation

Overview

Creating a simple quiz that drags and drops terms to match with their descriptions on game start. The quiz timer stops when the quiz is ended and the score is displayed on request.

- What did you know about this?
    1. I knew most of the styling
    2. Tracking score for outputting right number of matches

- What did you have to research
    1. I researched CSS style changing within JS
    2. JSON files in general
    3. Timers
    4. AJAX
    5. Undo functions
    6. Appending and binding

- What did you feel was easy
    1. CSS
    2. Start button functions and text changing
    3. Score logic

- What did you feel was hard
    1. Vanilla JS Undo button
    2. Implementing JSON into the element IDs.

- In what order did you accomplish your tasks and your research?
    1. Drag and Drop functionality
    2. Validating matches
    3. Counting right matches
    4. Start button text changes along with functions attached to each button change

5. JSON
6. Undo function
- How long did these task take?
  - Index - testthisfile.html
    - 1.5 hour
  - JSON - plswork.json
    - 2 hours
  - CSS that.js
    - 1.5 hours
  - JS – this.js
    - 4 days

- Do you believe you accomplished all the main objectives?
  - No but I accomplished most. I'm missing the undo button functionality and JSON file implementation, and resetting the game from memory.
- Did you accomplish any of the optional objectives?
  - No. I finished most of the 3rd project.

- Was the nice to have something you were able to do?
  - Definitely, I learn and retain more when I'm hands on and implement what I've seen. It's good to be able to have something to look at as reference as well.

Potential Improvements

The biggest improvement to my project would be the functionality to the undo button. I was unsuccessful at getting it to function in time but it's something I'll work towards on my own time. The second biggest improvement would be getting the JSON file to pull into the terms and definitions. Lastly the quiz could be style in such a way that it's more aesthetic and works on all screen sizes.

Resource Usefulness

- W3 schools provided help mostly with the drag and drop, properties and elements.
- Stackoverflow game various examples of functioning code that helped better understand how certain functions needed to be written and implemented.
- Github also provided working code to reference and implement in out project.
- Developer.mozilla.org helps with elements, values and innerHTML used JS to change text within the file.
- www.dhtmlgoodies.com was used for a simple drag and drop quiz skeleton.
- Jsfiddle.net also had valuable code snippets.