Project 2 Documentation (WIP)

Overview:

This project was to create a simple drag and drop game that would showcase all of the javascript tools that we were taught up to this point in the course.

Research:

I had to do much more research than I had originally expected to do. Mostly google and w3school.

Easy:

I felt that the conceptualization of the project was easy. I had little actual javascript experience without any frameworks or libraries.

Hard:

I thought that using vanilla javascript was harder than I had anticipated. I had only had experience with ReactJs and this project showed me how much handholding the library had done for me in the past. This project is more challenging than I thought it would be and therefore mismanaged my time. I am confident in my ability to finish the project if I had a few more days to finish.

Order:

The first thing I did was try to break down each task into smaller tasks. This was more challenging than I thought it would be.

Next, I used that list to start attacking the problems.

Accomplishment:

I do not believe that I accomplished the goals of this assignment.

Optional Objectives:

I did not accomplish and optional objectives.

I was not able to implement any nice to haves in this project.

The majority of my research was done on w3schools.com. This was much more challenging than I had anticipated and allowed my arrogance in javascript to cloud my judgement. This project is still a work in progress. I am confident in my ability to finish the project by the end of the week.