JAVASCRIPT QUIZ PROJECT DOCUMENTATION

Overview

The purpose of this project is to demonstrate our current level of programming knowledge and architectural design.

Constraints

- Browser support is latest Chrome.
- No frameworks such as angular, backbone or even libraries such as jQuery were permitted; with the exception of what was provided by the instructor.
- Replicating the visual design was not necessary
- Detailed explanations within the code comments explaining the rational behind your logic and architectural decisions.

Available Resources

- Provided frameworks and sample code from the instructor
- Any resource that we could locate/adapt from the internet

Challenges

- Ajax & Json functionality
    a) I found getting Ajax to work very difficult and time consuming. As a result I skipped over it completely and instead used fetch() to read in the Json file.
    b) Formatting and manipulating the Json file was also rather time consuming. I went through several versions of the Json file before finally settling on a specific format.
    c) I did manage to use the data read in from the Json file as intended without having to reload the file.
- Button management
    a) Buttons was my initial struggle and one of my final struggles with this project. Ultimately, I wanted to get a button that would work then go back and "fix it up" later.
    b) I realize now that a lot of what I was doing with them was completely irrelevant, but I am glad that I did not waste a lot of time ignoring other features just to make buttons work.
- CSS
    a) The initial CSS took me far longer then I liked to get into proper position. That being said, once the individual elements were finally in place I was able to make very quick progress.
    b) Margin, Float, Display, & Order gave me trouble get things where I wanted for testing purposes.

Simple Tasks

- Timer
- Score
- Adding features

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Order of Accomplishments

1. Play & End buttons
2. Basic css
3. Timer
4. Drag & Drop
5. Undo button
6. Halting functionality with specific buttons
7. Read in Json file
8. Randomize content
9. Select 5 sections of content
10. Answer checking
11. Show Score button
12. Scoring
13. Play Again button
14. Actual questions & answers
15. Reconfiguring Play, End, Score, & Play Again buttons
16. Continuous use of file
17. Rounds

Left Out

- Ajax functionality
  a) I found this objective too time consuming to add
- Mouse CSS
- Hidden Elements
  b) Working with making elements appear and disappear was a massive challenge for me throughout the project. This is most likely an aspect of the language that I will just have to practice more with in order to properly be able to use these features.

Extra

- Rounds
- Continuous score tracking
- Logic to prevent same questions back to back

Was this an achievable project?

Very much so. It challenged me in a way that I could understand. There were several moments throughout the project where I had to choose between the task as written and what was feasible as a solution. The button cycling for example. I understood that Play, End, Score, & Play Again all had to be the same button, but I decided that it would be better to get the functionality behind those individual buttons working first. I later returned to those buttons in order to accomplish that specific objective.

Resources Used

- Stack Overflow
- W3 Schools

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- Various JavaScript files provided by the instructor
- Google
- Console log & debuggers

Conclusion

I thoroughly enjoyed working on this project and hope to work on more challenging projects in the future. I learned a quite a bit not just about programming but also project organization. In the future I would certainly make a point to better map out my plan before beginning the actual process.

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