My idea is to create a “magic trick” card exercise. It would be based off of the one truth one lie Filosiphical Phriday. Someone would pick a card and show everyone the card, then each person would tell one truth and one lie about any card in the deck.

I think the target audience for this project would be everyone. For a non-programmer, this might be entertaining and a fun game. For a programmer, it will demonstrate how we can provide data and then an algorithm can use that data in order to solve a problem.

I plan to build it in a way that at first it will seem like a magic trick but then after looking at the code documentation it will be easy to understand and make people think about the benefits of learning to code.

This website will be unique because its main mission is to be both entertaining and educational. I think there is a lot of educational content on the web but education is the sort of thing where there is always room for more.

People can teach in different ways and having more options for learning is great! My hypothesis is that when education is entertaining and fun it will inspire others to go out and experiment with the concepts in some way.

For a business education is very important and I’ve seen in my experience that they usually try to make it entertaining and fun because then it is more engaging. When it gets more engaging people get involved and are more likely to become passionate about the subject causing them to become experts in that subject.

The biggest hurdle I will have to tackle when coding is definitely the CSS. I feel like that is always the hardest part is setting up the layout. Even after taking the HTML/CSS class CSS is very confusing starting from scratch I wish I could use angular and bootstrap because then the whole layout wouldn’t be as difficult to setup.

As far as the Javascript I think I will create multiple strategies for the code to guess which card is pulled if one strategy fails it attempts the second strategy which will try to predict the probability and then guess the card with the highest probability.

Things I will have to figure out:

* CSS:
  + Top-bar- displaying a logo image for the site
  + Panel – displaying instructions for the exercise
  + Form – take input from users for their accusations
  + Panel – display a table of users and their accusation
* Javascript:
  + Create interface for People objects
  + Create interface for accusation objects
  + Generate a table containing People
  + Generate algorithm for solving the problem

This project seems interesting and that is the main reason why I want to move forward with this project. I think it will be rewarding to code it and see an end product as the result. I think others could possibly learn something from it and I will probably create a repo on Github for others to explore the code.