Project Goal:

Build an awesome, interactive puzzle game featuring characters from Marvel Comics.

Requirements:

* Must uses at least two APIs
  + Marvel API – Pulls random character image
  + Wikipedia API – Pulls additional character information
  + YouTube API – Pull video clips of character
* Must use AJAX to pull data
* Must utilize at least one new library or technology that we haven’t discussed
  + Canvas
  + Packery
* Must have a polished frontend / UI
* Must meet good quality coding standards (indentation, scoping, naming)
* Must NOT use alerts, confirms, or prompts (look into modals!)
  + Modal dialogs – Look into Bootstrap Modals
* Must have some sort of repeating element (table, columns, etc)
  + Packery image placement
  + Countdown clock
  + Canvas
* Must use Bootstrap or Alternative CSS Framework
  + Bootstrap
* Must be Deployed (GitHub Pages or Firebase)
  + GitHub Pages
* Must have User Input Validation
  + User must answer who the character is or
  + Does user putting pieces in the correct order qualify as User Input Validation
* Presentation Date: Thursday, September 14, 2017

Project Outline:

* Connect to APIs and receive back relevant information
  + Marvel API – Character image and or comic cover art for more difficult levels - Mark
  + Wikipedia API – Additional character information – Erik, Ryan
  + YouTube API – Pull video clips of character if available - Tony
* Modal - Ryan
  + Use the Modal to display the additional information from Wikipedia or YouTube.
* HTML/CSS Styling and content – Ryan, Tony
  + Incorporate Marvel artwork and hope we don’t get sued. LOL. If we do, then we finally made it!
* Timer – Ryan
  + Countdown timer
    - 20 seconds, 30 seconds
    - After time runs out, do we show the correct image or just let user pick a new image with no points awarded for time out round
* Scoring - Erik
  + Scoring method – Easy levels just add remaining time from countdown timer to score? Harder levels multiply the remaining time by a set number? Need to flesh this portion out more. Thoughts?
* Game Interval ???
  + Automatic reset or user generates the reset with a reset button. Probably a user reset button.
* Packery – Mark, extra help available as well, just let us know.
  + Essential for game functionality. Use to move pieces in correct order.
    - Can we add a data-name attribute to the randomly shuffled pieces when generated to match up with correct placement logic?
      * If incorporating a user guess, can user only guess if all the pieces are in correct order?
        + How will with work with the cover art? What will the user need to name? May need more thinking.
        + How will guessing work with randomly selected character images?
    - Add more pieces for harder levels.
      * Use cover art for more complex puzzles?
  + Do we want a reference photo for the user to refer back to for any of the levels? Might make it too easy.
  + Do we want the user to be able to search for a specific character and then solve the user generated puzzle?