

FE101 Final Project

The final project is your chance to apply what you've learned about web development in this class to a project you can show your peers, instructors, and perhaps even potential employers.

The project can include basically any exploration of the front-end technologies you've learned in this class. That could be a website, a prototype front-end for a web application, or even a special CSS transition/animation sequence. Your project idea must be approved by your instructor before you begin working on it to ensure its scope is accomplishable before class is over and also large enough to keep you busy during that time.

You are welcomed and encouraged to form teams for the final project. Your team members can work across the stack or specialize in the design, front end, or back end portions of your final project. You are also welcome to contact students in other NYCDA classes to collaborate on your project including students in the Ruby on Rails 101 and User Interface/User Experience design classes. For contact information, ask your instructor. As you will hopefully be working in teams, you should be using Git + Github to build your final project, track issues, suggest feature enhancements and ideas, and iterate over your in-progress software. Please add the instructor to your repo so they may track your progress.

A working version of your final project should be deployed by the last day of class for final presentation of the project to the class, staff of NYCDA, and a specially invited group of industry leaders. You will receive a grade on the final project based on the following rubric:

	1 - Needs improvement	2 - Satisfactory	3 - Good	4 - High Level
User Experience				
Design				
JavaScript Code Quality				
HTML/CSS				

Code Quality				
Originality of Idea				

For a total of 20 possible points. The team with the highest score will be presented with the domain name of their choice to host their project for a year paid for by the New York Code + Design Academy.

We will be working on your final projects and workshopping them in class but **you are expected to put in a large amount of work outside of class.**

Don't forget to ask the instructor about your idea before implementation.

Best of luck with your final projects and as always, questions are encouraged!