**Capstone Project and Demo Day Guidelines**

After the completion of the pathways, Code:You will host a Demo Day for graduates of the program to show off their projects to the community. Employers, mentors, and other members of the tech community will be invited to see the projects and meet you - the developer of that project!

Presentation slots for the event will be invite-only, as we will not have enough time for every Code:You student to participate (sorry, there’s hundreds of projects!). To incentivize you to do as well as you can on your project, invites to present at Demo Day will be based on the most impressive projects to employers. What determines that selection is ultimately subjective - how do you compare the visual presentation of one project to the technical skill level of another? But we will strive to be as fair as we can during the process.

**Below are the criteria we will be looking for to select these projects:**

Does the project tell a compelling story

* Employers want to know you are a problem solver and that you can take a project from an idea through planning and execution
* Demonstrate that you thought of a problem and used your tech skills to solve it
* Your README can go a long way to helping a reviewer understand what you were trying to accomplish with your project

Does it look good/professional

* Employers want to know that you care about the user’s experience and understand how apps usually look and behave
* Projects don’t have to be beautiful and you don’t have to be a graphic designer, but bad design can detract from your project or show a lack of professionalism. Simple and clean can very much lead to professional projects.
* Your project should respond well to different browsers (Chrome, Firefox, Edge) and browser sizes (responsive design). Elements should remain where they’re expected to, and not jump about the screen or cause display issues on normal screen sizes.

Does your code demonstrate solid coding principles

* Ensure your code organized and easy to follow
* Are you using modern development principles and practices?
* Can a reviewer quickly determine what code you wrote, vs what might have been generated by a library, IDE, or other tool?

Is your project error-free

* Pay attention to details and think through how your app may be used
* Address issues where the user (or your app) make mistakes
* If the user enters bad information, your project should not crash and should catch the error (‘failing gracefully’).
* The user should not get errors in the console or crash the app if they go “off script” from the expected flow

Does it go above and beyond

* Find something new to incorporate into your project, something that wasn’t necessarily covered during the curriculum
* Cover lots of possible use-cases where the user might behave unexpectedly
* Incorporate some neat tools, technologies, or a methodology into your project that shows experimentation or design philosophy

**How do I ensure my project gets selected?**

We can’t promise anything of course, but you should be in regular contact with your mentors during the last two modules of the program. Show them your project, ask for feedback, share your code on Slack. If you think your project is done and meets the requirements, ask what the next step might be or where else you can improve.

**What if my project isn’t selected?**

Please don’t take that as a sign your project is bad. There might just have been a lot of projects that all were fantastic and we can only pick a tiny handful for the Demo Day event. Regardless, it does NOT mean you are not going to be successful in this field. We’ve seen the best developers struggle to find jobs, and other developers still learning and struggling to land one quickly. You should work with your career coach and other program staff to keep building up your portfolio and resume, get out there to network with tech professionals, and keep pushing yourself to be better and you will find your success!