# 4   Roadmap

Looking Ahead: This Week's Challenge

By the end of this week, you'll complete your weekly Challenge assignment by creating a timer-based coding quiz application that stores high scores using client-side storage.

In order to succeed in this challenge, you'll apply the following skills:

- Create variables to store the quiz questions

- Use mouse click events to start the quiz

- Write `for` loops to cycle through quiz questions

- Use key press events to receive user input in the form of answers to quiz questions
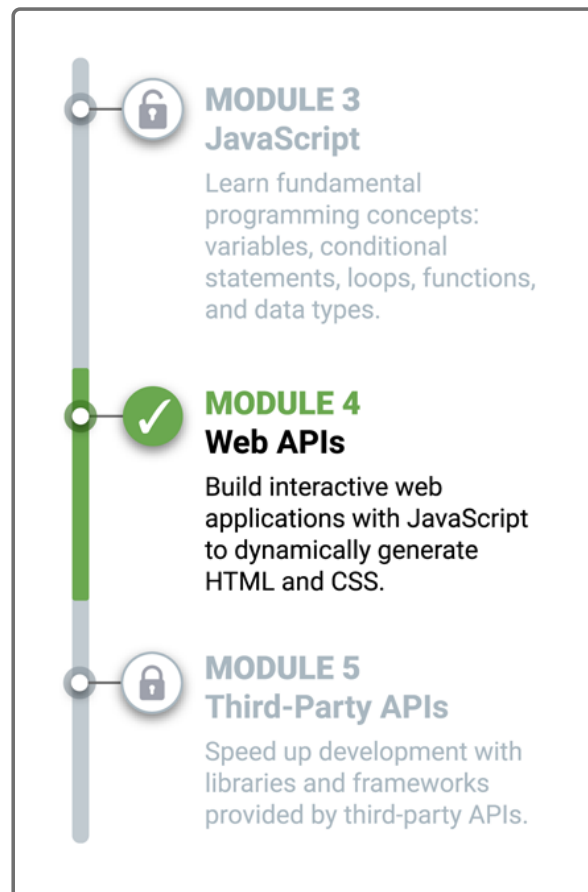
- Create a time limit for the game using time functions

- Write conditional statements to determine wrong and right answers

- Use client-side storage to store high scores

- Use GitHub Pages to publish the page to the web

The online lessons in this week's module will teach you the skills you need to be successful by asking you to build an online project tracker that uses the Kanban approach common in agile development. Put simply, a Kanban board lets team members move discrete chunks of work between three columns that communicate a status: to do, in progress, or complete.

What You Will Learn

By completing this module, you'll learn how to:

- Explain and identify the document object and its relationship to HTML

- Use the `window` object for local and session storage

- Use DOM API methods to select and dynamically generate HTML elements and content

- Use DOM API methods to handle events such as key presses and mouse clicks

- Set time-based events using time functions

- Write event-driven functions

- Research Web API documentation to implement new and unfamiliar interfaces

Weekly Tip: Self-Regulate to Manage Your Time, Environment, and Energy

Online courses like this boot camp can pose a challenge to even the most disciplined of students—without a physical classroom environment, it's easy to lose track of deadlines and accountability. But you can still achieve your goals and complete the course if you take ownership of your learning.

By this point, you've likely built some solid routines into your daily life to accommodate your work for the course. Now is a good time to evaluate how well those routines are working for you and how you might want to improve them going forward.

Follow these three steps to evaluate your journey so far and to plan for the coming months:

Observe

First, observe your current learning process. Ask yourself questions like the following:

- Have I been setting goals for myself each week?

- Am I choosing to learn on a certain day, at a certain time, or in a certain place?

- How do I control my learning environment (closing a door, turning off devices, making a snack)?

- What do I tend to do when I get stuck and don't understand something?

Add any additional observations about your choices so far.

Evaluate

Take a few minutes to evaluate your progress in the boot camp, by asking questions like these:

- Am I learning as much as I intend to each week?

- Am I completing and submitting my required assignments on time?

- Am I effectively getting unstuck when I need to?

- Am I blaming myself too much and feeling bad if I make mistakes?

Keep in mind that boot camps are designed to be highly accelerated; everyone falls behind sometimes. Be nice to yourself!

React

Finally, react to your observations and evaluations by making a plan for improvement. Consider how your routines and habits have impacted your progress so far, and make adjustments as needed.

You might want to make some of the following changes:

- Study at a different time of day

- Schedule your learning ahead of time

- Ask for help when you get stuck

- Find a new room to study in

- Try listening to music while you work

That's it! You've just taken ownership of your journey to becoming a full-stack web developer. Checking in with yourself regularly to evaluate and adjust as needed will help you learn and progress throughout the boot camp.

Planning Your Schedule

This module consists of five lessons. Here's an estimate of where you should be as you work through this module:

- By the time you reach your Virtual Class (Recommended), you should have completed at least Lessons 1 and 2 of this module.

- By the time you reach your Virtual Class (Required), you should have completed at least Lesson 3, but reach for having finished Lesson 4.

- Start looking at the Challenge assignment early in the week. You can begin working on the challenge at any point.