Toddavery Lacrosse Shoe Customizer - Project Objective

Project Overview

You're going to build a super cool shoe maker app in Python! Over 10 days, you'll learn how to code by making a program that lets people design their own lacrosse shoes. It's like being a shoe designer, but with code!

What You'll Learn

You'll learn these awesome coding skills:

- **Variables and functions** - Like storing someone's name: `name = "Alex"`
- **If/else statements** - Like saying "if color is red, add $5 to price"
- **Loops** - Like asking "try again" until someone picks a real shoe size
- **Error handling** - Like catching when someone types "purple" instead of a number
- **Random stuff** - Like giving surprise discounts: "You got 15% off because it's Tuesday!"
- **Saving files** - Like printing a receipt that says "Alex's Red Size 8 Shoes - $85"
- **Optional fancy windows** - Like making buttons instead of typing

What Your App Will Do

Your finished shoe app will be able to:

- **Ask for names** - "Hi! What's your name?" → "My name is Sam"
- **Pick colors** - "Choose: 1) Red 2) Blue 3) Green" → picks Blue
- **Choose sizes** - "What size shoe? 6, 7, 8, 9, 10" → picks 8
- **Pick grip types** - "Want: 1) Soft grip 2) Hard grip" → picks Hard grip
- **Choose support** - "Want: 1) Low ankle 2) High ankle" → picks High ankle
- **Pick cool logos** - "Choose your TA design: [T A] or ⌈T⌋⌈A⌋" → picks [T A]
- **Calculate prices** - "Base: $60 + High ankle: $20 = $80"
- **Give discounts** - "Lucky you! 10% off for being awesome = $72"
- **Show everything** - "Sam's Blue Size 8 shoes with hard grip = $72"
- **Save to file** - Creates a text file with all the shoe details

How It Works

You'll build your app step by step:

- **Day 1-3**: Learn the basics - how to ask questions and remember answers
- **Day 4-5**: Add the cool stuff - discounts, prices, and fancy logos
- **Day 6-7**: Put it all together and fix any broken parts
- **Day 8-10**: Make it look awesome and save everything to files

Why This Is Awesome

This project is like learning to code while playing with LEGOs! You'll:

- Build something you can actually use and show your friends
- Learn real coding skills that programmers use every day
- Start with easy stuff and work up to harder things
- Make mistakes and learn how to fix them (that's the fun part!)
- Create something totally your own

How We Know You Did Great

You'll know you rocked this project when:

- Your app asks questions and remembers all the answers
- It calculates prices correctly (no free shoes by accident!)
- It doesn't crash when someone types something silly
- You can save shoe orders to a file on your computer
- You can explain your code to someone else
- You're excited to build more cool stuff!

The 10-Day Adventure

Each day builds on what you learned before, like climbing stairs:

- **Days 1-2**: Baby steps - learn to walk before you run
- **Days 3-5**: Getting stronger - add more features
- **Days 6-8**: Almost there - put everything together
- **Days 9-10**: Victory lap - make it perfect and show it off!