**Requirements**

The following is a list of requirements for the project:

* The technology stack is HTML, CSS, and vanilla JavaScript.

It is OK to use a CSS responsive framework and CSS libraries for your web application project.

You may **NOT** use any JS framework or library.

* Use at least two (2) external third-party API.
* All exposed features are operational.
* Be a combination of static and dynamically generated markup.
* Incorporate CSS animation.
* The code must be clean, well-commented, and organized. Show a good organization (ES Modules, classes, etc).
* The code is error free (according to ESLint rules).
* The application meets [web frontend development standards](https://byui-cse.github.io/wdd131-ww-course/resources/dev-standards.html) using valid, contemporary HTML and CSS. There are no accessibility errors and the pages follow best practices and basic SEO recommendations.

**Proposal Document**

1. **Overview**: A brief description of the project. What is the problem you are trying to solve? What is your motivation to work on this?
2. **Target Audience**: Who is the target audience for the application? Who will it serve?
3. **Major Functions**: A list of the major functions of the application. What will it do? List these in as much detail as you can. At least 8 major functions with their descriptions are required.
4. **Wireframes**: Wireframes of the major views, mobile and desktop.
5. **External Data**: What external API data source(s) will you use? What data will you need to store?
6. **Module List**: A list of the modules you will need to build. What are the major components of the application?
7. **Graphic Identity**: List the color scheme, typography, and other specific element styling details. Include a design or description for an application icon.
8. **Timeline**: A schedule of the work you are planning to complete for weeks 5 through 7 of the term. Include specific deliverables of each week.
9. **Project Planning**: A link to a Trello board with all the tasks you can think of at this point defined as cards. Again be as detailed as possible here.
10. While you should strive for thoroughness in your initial planning, understand that your project Trello board a living document that will be continuously updated and refined. Don't aim for perfection at the outset, but rather focus on capturing the essential tasks and adapting as your project progresses.
11. **Challenges**: What do you anticipate being the biggest challenges in building this application?

Here are some **example** proposals:

* [Movie Night Mayhem](https://byui-cse.github.io/wdd330-ww-course/week04/WDD330-Project-Proposal-MovieNight-Example.pdf)
* [Travel Buddy](https://byui-cse.github.io/wdd330-ww-course/week04/WDD330-Project-Proposal-TravelBuddy-Example.pdf)
* [Feast Together](https://byui-cse.github.io/wdd330-ww-course/week04/WDD330-Project-Proposal-FeastTogether-Example.pdf)