Session 1 Instructor Guide: Setting Up Your Trivia Game

Learning Outcomes

By the end of Session 1, students will be able to:

- 1. Embrace the developer role at Wizcamp Enterprises and understand the course scope including the 12-session exploration and handson approach
- 2. Explain what they are building throughout the course including the trivia game features and development journey
- 3. Define modern web development and fullstack including component-based architecture, API integration, and frontend-focused fullstack
- 4. Identify React's role as a JavaScript library for building user interfaces with reusable components
- 5. Compare development approaches by building the same counter functionality using both Vanilla JavaScript and React
- 6. Distinguish React's component-based architecture from traditional HTML/CSS/JS approaches
- 7. Launch a professional development environment using GitHub Codespaces and VS Code
- 8. Start a React development server and understand the basic development workflow
- 9. Navigate project structure and identify key folders and files
- 10. Modify React components and experience Hot Module Replacement
- 11. Trace the React startup flow and describe how a React app is bootstrapped
- 12. Identify development tools and customize basic project settings

Instruction

Instructor introduces key concepts students need to succeed:

- 1. Welcome to Wizcamp Enterprises Student scenario, developer role-play, and what students will experience as Junior Fullstack Developers
- 2. What We're Building Walkthrough of the finished trivia game to show the end goal
- 3. Modern Web Development & The Fullstack Approach Define modern web development and explain fullstack in context, including backend/frontend distinction
- 4. Meet React The 5 W's of React: what it is, who created/uses it, when it was released, where it's used, and why it matters
- 5. Old School vs. New School Counter comparison experience with both Vanilla and React sandboxes using StackBlitz
- 6. React vs. Vanilla JS Direct comparison based on the counter experiences: "You just built the same thing two different ways under which tech stack would adding another counter be more straightforward?"
- 7. Your Development Setup Overview: "Codespaces gives you a complete coding environment in your browser no downloads needed"
- 8. Anatomy of a React Project Project structure, folders, what are all these files, focus on understanding the big picture
- 9. The Magic of Live Updates Preview Hot Module Replacement: "When you change code, you'll see results instantly without refreshing"
- 10. Let's Code! Overview of today's mission and reference to SESSION-01 handout
- 11. Explore Your Toolkit Tools, architecture, development workflow, package.json, Vite, npm basics for future reference
- 12. Behind the Scenes How React apps bootstrap from HTML to components using carnival analogy

Slide Deck Outline

Slide 1: Welcome to Fullstack Explorer: Trivia Game Edition!



- Title: "Welcome to Wizcamp Enterprises"
- · Student Scenario:
 - You've just been hired as a Junior Fullstack Developer at Wizcamp Enterprises
 - o Creative tech company known for bold ideas and playful spirit
 - · Your first assignment: Join the Gaming Division to build Wizcamp's newest open-world trivia adventure

- o Role-playing experience: Step into the shoes of a real developer
- · What You'll Experience:
 - o Modern developer workflow with GitHub Codespaces, VS Code, Vite, npm
 - · Real coding challenges using React, JavaScript, and professional tools
 - o Problem-solving mindset that defines modern web development
 - · Al-powered assistance with tools like GitHub Copilot
- · Visual: Wizcamp Enterprises logo with game screenshot and developer workspace
- Hook: "Experience what it's like to think and work like a developer while building something amazing"

Slide 2: What We're Building

- Live Demo: 2-minute walkthrough of completed trivia game
- · Key Points:
 - o Interactive trivia game across multiple themed zones
 - o Professional UI that looks like apps you actually use
 - Real trivia questions pulled live from the internet
 - o Instant feedback know if you're getting it right or need to level up
- Hook: "You'll build this entire game over 12 sessions step by step"

Slide 3: Modern Web Development & The Fullstack Approach



- Title: "What Makes Development 'Modern' and 'Fullstack'?"
- · Modern Web Development:
 - o Component-based architecture Reusable, maintainable code
 - o Real-time interactivity Dynamic user experiences
 - o API-driven design Data from multiple sources
 - o Professional tooling Automated workflows and deployment
- Fullstack in Context:
 - o Frontend User interface and experience (our focus)
 - o Backend Servers, databases, APIs (we'll consume existing ones)
 - o DevOps Deployment, hosting, CI/CD (GitHub Pages, Actions)
 - o The "Full" Picture Understanding how all pieces connect
- Our Approach: "Frontend-focused fullstack master the client side while understanding the complete ecosystem"
- · Visual: Diagram showing frontend, backend, and deployment layers with emphasis on frontend

Slide 4: Meet React - The Heart of Modern Web Development 🕸



- Title: "React: The 5 W's"
- What: JavaScript library for building user interfaces with reusable components
- Who: Created by Facebook (Meta), used by Netflix, Airbnb, Instagram, WhatsApp
- When: Released 2013, now the most popular frontend framework
- Where: Powers millions of websites, mobile apps (React Native), desktop apps
- . Why: Makes complex UIs manageable, reusable, and maintainable at scale
- Visual: React logo with logos of major companies using React
- Key Insight: "React turns UI development from manual DOM manipulation into declarative component composition"

Slide 5: Old School vs. New School 🔥



- StackBlitz: "Instant development environment in your browser no setup required!"
- Lab Experience: "Build the same counter using two different tech stacks"

- Part 1 Vanilla Counter Sandbox:
 - Link: https://stackblitz.com/edit/wizcamp-vanilla-counter?file=README.md
 - Instructions: "Open link, click 'Open Preview to the Side', complete README steps"
 - Watch Closely: "Observe the terminal and splash screen during spin-up what's happening?"
- Part 2 React Counter Sandbox:
 - Link: https://stackblitz.com/edit/wizcamp-react-counter?file=README.md
 - Instructions: "Open link, click 'Open Preview to the Side', complete README steps"
 - Watch Closely: "Notice the different startup process what tools are running?"
- Key Questions: "Under which tech stack would adding another counter be more straightforward? What did you notice about the project setup process?"
- README Tip: "Use 'Open Preview to the Side' to see formatted instructions while coding"

Slide 6: React vs. Vanilla JS Vs

- Reference Both Experiences: "You just built the same thing two ways let's compare"
- Split Screen Comparison:
 - Left: Vanilla approach (manual DOM updates, gets messy with scale)
 - o Right: React approach (automatic updates, reusable components)
- Key Insight: "Adding a second counter: Vanilla = copy/paste mess, React = just <Counter /> "
- Analogy: "Like building with LEGO blocks vs. crafting everything from scratch"

Slide 7: Your Cloud Development Setup

- · Visual: GitHub Codespaces interface screenshot
- · Benefits:
 - o Zero setup no downloads, no installs, no headaches
 - o Everyone gets the same pro-level coding environment
 - o VS Code in your browser the editor real developers use
- Reassurance: "Break stuff without fear just restart and you're back!"

Slide 8: Anatomy of a React Project

- Visual: Clean project tree diagram with file explanations
- Key Focus: "What are all these files? Let's decode your project structure"
- Essential Folders: src/ (your code), public/ (static files), session-guides/ (your roadmap)
- Key Files: package.json (project info), vite.config.js (build tool), index.html (entry point)
- Empowerment: "Focus on understanding the big picture you'll naturally learn where things are as you code"

Slide 9: The Magic of Live Updates +

- **Demo:** Show HMR in action (change code → instant browser update)
- Key Point: "Change code, see results instantly no refresh button needed"
- Student Expectation: "You'll experience this in the next 5 minutes"
- Preview: "It's pretty cool when you see it in action"

Slide 10: Let's Code! 🚀

- Your Mission Today:
 - 1. Launch your cloud coding setup
 - 2. Fire up the development server
 - 3. Swap out a React component (StartHere → SplashScreen)
 - 4. Experience Hot Module Replacement in action

- 5. Customize your page title
- 6. Chat with AI for bonus points
- Important Note: "Follow the provided SESSION-01 handout you'll find session-guides inside your Codespace once it launches"
- Connection: "You'll see the same instant updates you experienced in both sandboxes but now in a real project!"

[HANDS-ON WORK HAPPENS HERE]

Slide 11: Explore Your Toolkit 🛠

- Visual: Complex development architecture diagram (Codespace infrastructure)
- Purpose: "I'm showing you this detailed diagram so you can refer back to it later when you're curious about how everything connects"
- Key Tools: Vite (build tool), npm (package manager), VS Code (editor)
- Essential Commands: npm run dev (start server), npm install (get dependencies)
- Student Approach: "Don't try to memorize this just know this diagram exists for when you want to understand the full picture"

Slide 12: Behind the Scenes: From HTML to React 🏫

- Title: "Curious how React brings apps to life? This diagram walks you through the bootstrapping process—from loading a barebones HTML file to rendering a fully interactive app."
- Visual: React bootstrap flowchart diagram + Carnival analogy
- Purpose: "Once initialized, React takes over and manages the DOM for your entire app"

The Journey in a Nutshell (with walkthrough):

- 1. HTML Entry Point A single browser DOM node—an empty container—is defined in index.html. Think of it as a blank canvas.
- React Root Injection In main.jsx, a script creates a React root element (the top-level UI manager) and injects it into that empty container.
- 3. **Component Tree Rendering** The App component—wrapped in a GameProvider (shared memory for game state)—along with its child components (buttons, text, images, etc.), is rendered into the root. This is where your UI and user interactions come to life.
- 4. **Boom! Your Game Appears** Your interactive trivia game is now visible on the page. From this moment on, React handles all updates, interactions, and DOM changes seamlessly.

m Think of it Like Setting Up a Carnival:

- <div id='root'> in index.html = Empty field
- main.jsx = Carnival trucks arrive
- Bootstrapping = Rides go up, booths get built, lights get wired
- GameProvider = Main power grid powering all attractions
- · App renders = Gates open—carnival is live and buzzing
- Student Approach: "Focus on the carnival analogy today the technical diagram is there when you're ready to dive deeper"

```
config:
  layout: elk
 look: neo
flowchart TB
 subgraph Bootstrap["# React Bootstrap Process"]
        FindContainer@{ label: "@ Locate empty container<br/>br>document.getElementById('root')" }
        PrepareReact[" Initialize React renderer<br/>br>ReactDOM.createRoot()"]
        RenderWrappedApp["∰ Render app with context<br/>br>GameProvider → App.jsx<br/>br>render()"]
  end
    Browser["igo Browser loads page"] \longrightarrow IndexHTML["igo index.html<br>Includes empty container + script reference"]
    IndexHTML -- Waiting for React to initialize → EmptyDiv@{ label: "�� <div id='root'&gt;<br>React app is live" } & Main
    MainJSX \longrightarrow Bootstrap
    FindContainer → PrepareReact
    PrepareReact → RenderWrappedApp
    Bootstrap -- Final result appears in \longrightarrow EmptyDiv
    FindContainer@{ shape: rect}
    EmptyDiv@{ shape: rect}
     FindContainer:::bootstrap
     PrepareReact:::bootstrap
     RenderWrappedApp ::: bootstrap
     IndexHTML ::: files
     EmptyDiv:::container
     MainJSX ::: files
    classDef files fill:#e3f2fd,stroke:#2196f3,stroke-width:3px
    classDef container fill:#fff3e0,stroke:#ff9800,stroke-width:2px
    classDef bootstrap fill:#e8f5e8,stroke:#4caf50,stroke-width:2px
```

Slide 13: What's Next - Building Your Own Components 💤

- Title: "Preview of Session 2"
- Today's Foundation: "You experienced React's component system by swapping existing components"
- Next Challenge: "Create your own reusable components from scratch"
- Concepts Coming:
 - o Component creation Build custom GameButton component
 - o Props Pass data and behavior between components
 - o JSX mastery Write dynamic markup with curly braces
 - Styling variants Create flexible, reusable UI elements
- Motivation: "Your buttons will be truly yours custom-built and infinitely reusable!"
- Visual: Preview of GameButton component with different variants