

Project 1

What is the best way to learn?

~~By napping~~

By doing

Requirements

- Must be interactive (process input, perform a calculation, etc.)
- Must use a CSS framework *other than* Bootstrap
- Must use JQuery
- Must use at least two APIs
- Must use storage!
- Must use at least one new technology
- Must wireframe design
- Must use git & GitHub collaboratively
- Must be deployed via GitHub pages

New Technology? Suggestions

- [Leaflet](#)
- [Three.js](#)
- [Velocity.js](#)
- [Chart.js](#)
- [jQueryUI](#)
- [Create.js](#)
- [Moment.js](#)
- [Animate.css](#)
- [Bounce.js](#)
- [Particle.js](#)
- [CSS 3D](#)
- [HTML5 Canvas](#)
- [Paper.js](#)
- [p5](#)
- [D3](#)
- [Tone.js](#)
- [Popmotion](#)

`.push(yourLimits);`



Minimum Viable Product

Not like this...



...instead like this!



Get Agile

- Write user stories
 - *As a < type of user >, I want < some goal > (so that < benefit >).*
- Standing meetings
- Sprint!



Minimum Viable Product



Product Vision

Next Friday PM

- 15 min. Presentation
 - Overall concept
 - Motivation for development
 - Design process
 - Technologies used
 - Demonstration of functionality
 - Directions for future development

Metrics

- Concept
- Design
- Functionality
- Collaboration
- Presentation

Resources

<https://wireframe.cc/>