## Game Project Planning/bonuses

@@ -0,0 +1,4
@@ 

+I plan to attempt the connected play bonus after I've completed a basic
+version of the game with authentication and reporting.
+If the bonus does not seem like it has an easy way to implement
+it in the remaining time I will skip it to focus on core functionality.

Game Project Planning/creativeSpin

@@ -0,0 +1,5
@@

+I'm planning on making the creative spin of my game the elimination
+of non-essential elements and code. As much as possible I want to
+avoid the use of image files, extra code and other elements.
+If possible I want to create a clean attractive layout and design
+using ascii, css, and html.

Game Project Planning/dataSeparationPlan

Game Project Planning/dataStructure

+Data Structure Outline

+

+Rough outline based on information that I have

+

+HTML Skeleton

+CSS Design to be used on elements

+Event handler

+Authentication

+Initialize, Reset game

+Reporting element

+Game logic handler

Game Project Planning/gameBoardMockup

@@ -0,0 +1,6
@@

+Game Board Mockup

+

+Requirements

+Grid - this can be responsive, does not need JS handlers

+Squares - these need click handlers, they also need reset handlers

+Won condition checking - to be handled with JS

Game Project Planning/outlineRequirements.md

@@ -0,0 +1,9 @@	
	+- A wireframe of what
	your game project will
	look like.
	+- The data structure you
	plan to use.

+- How you will take the markup of the game board and represent it in JS

+- How you plan to approach this project.

+- 4-8 user stories for your game project.

+- How you plan to keep your code modular.

+- What creative spin will you add to your project.

+- How you will use
version control to backup
/ track your project.

+- Do you plan to attempt any of the bonuses.

Game Project Planning/projectPlan

## @@ -0,0 +1,29 @@

+Outline Project Plan

+

+Set up HTML Structure to support major requirements

+- Game grid

+- Authentication

+- Reporting

+- Game start/reset

+

+Create grid and place holders for selection

+- Simple grid

+- place holders for square selection

+

+Create basic game logic and interactivity

+- add basic selection features for grid

+- add events and handlers

+- trigger JS and test data logging

+

+Add more complex game logic

+- reject input on used squares

+- create a win condition

+

+Add Authentication

+- Connect with authentication API

+- Add Create, Update, remove for user account

+

+Add reporting

+- for logged in users add historic game reporting

+

+Test combined features

## Game Project Planning/userStories

+save my game data.

## Game Project Planning/versionControl

@@ -0,0 +1,5 @@	
	+versions will be managed by having sub-versions that indicate the  +completion status to a working requirement feature.  +I will use the name to indicate the feature, 1 to indicate a  completed  +level of functionality and .1 to indicate an untested completed  code  +increment.