



Browser-Based Game Project Requirements

Technical Requirements - MVP

Any items marked incomplete in this section will require you to use your one redo to re-submit them. Your game must fulfill the below requirements.

		Complete?
	Render the game you were approved to build in the browser using the DOM manipulation techniques demonstrated in lecture.	
	Include win/loss logic and render win/loss messages in HTML.	
	Include separate HTML, CSS, JavaScript, and JavaScript data files organized in an appropriate file structure.	
	Include all required features specific to your game as defined in the Required Features column in the Recommended games table in the Project Details document, or as discussed with your instructor if doing a custom game.	
	The game is deployed online.	

Code Convention Requirements

More than two items marked incomplete in this section will require you to use your one redo to re-submit them. If two or fewer items are marked incomplete, the project is considered passing. Your game must fulfill the below requirements.

		Complete?
	The game can be played without encountering errors. No errors may be present in the console in the browser.	
	The game is coded using function and variable names that make sense and follow the conventions demonstrated in lecture (for example, arrays are always plural, functions are action oriented).	
	There is no remaining dead and/or commented out code or console logs outside of a commented out Code Graveyard section of your code.	
	The game may not utilize the <code>prompt()</code> or <code>alert()</code> methods.	
	The game is coded using proper indentation.	

UI/UX Requirements

More than two items marked incomplete in this section will require you to use your one redo to re-submit them. If two or fewer items are marked incomplete, the project is considered passing. Your game must fulfill the below requirements.

		Complete?
	CSS Flexbox or Grid is used for page layout design.	
	Instructions about how to play the game are included in your app.	
	Colors used on the site have appropriate contrast that meet the WCAG 2.0 level AA standard.	
	All images on the site have alt text.	
	No text is placed on top of an image in a way that makes that text inaccessible.	

Git Requirements

Any items marked incomplete in this section will require you to use your one redo to re-submit them. Your interactions with Git and GitHub should fulfill the below requirements.

		Complete?
	You are shown as the only contributor to the project on GitHub.	
	The GitHub repository used for the project is named appropriately (for example: connect-four as opposed to unit-1-project) and is publicly accessible.	
	Frequent commits dating back to the very beginning of the project. If you start over with a new repo, do not delete the old one.	
	Commit messages should be descriptive of the work done in the commit.	

README Requirements

More than two items marked incomplete in this section will require you to use your one redo to re-submit them. If two or fewer items are marked incomplete, the project is considered passing. Your README must contain the below requirements.

		Complete?
	Screenshot: A screenshot or two of your game.	
	Title: Contains a description of what the game does and optional background info.	
	Getting Started: Includes a link to the deployed game and link to any planning materials.	
	Attributions (if applicable): Includes links to any external resources (such as libraries or assets) you used to develop your application.	
	Technologies Used: List of the technologies used.	
	Next Steps: Planned future enhancements (stretch goals).	

Presentation Requirements

Any items marked incomplete in this section will require you to use your one redo to re-submit them. Your presentation must fulfill the below requirements.

		Complete?
	Present your project in front of the class on the scheduled presentation day.	

Summary

The project meets the minimum requirements and passes.