

## Year 9 IST Semester 2 Dynamic Website Replica - Marking Criteria (30%)

Name:

Item	Mark	Total
<b>Dynamic Website Replica (40 marks)</b>		
<b>Navbar and homepage (10 marks)</b>		
• Correct structure of Vue 3 Composition API	2	
• Correct display and functionality of the links within the navigation bar	2	
• Correct display and functionality of the selected page within the navbar	2	
• Correct display of the home page, with the input field bound to a data property	2	
• Correct use of local storage for the input to be stored and used on other pages	2	
<b>Game page (10 marks)</b>		
• Correct structure of HTML elements	2	
• Correct display and functionality of a random question when the page loads	2	
• Correct display and functionality of the optional hint	2	
• Correct display and functionality of checking a guess and displaying the result	2	
• Correct display and functionality of the debugging section	2	
<b>API page (10 marks)</b>		
• Correct structure of HTML elements and Bootstrap styles	2	
• Correct display and functionality of a default true/false question	2	
• Correct display and functionality of checking the true/false result	2	
• Correct display and functionality of the tally and debugging sections	2	
• Correct display and functionality of fetching new questions	2	
<b>Code formatting, structure and quality (10 marks)</b>		
• Code comments - understanding and explaining the purpose of the code	4	
• Code formatting - indentation, whitespace	1	
• Folder and file structure - organised and named appropriately	1	
• Appropriate use of variables, data structures, methods and control structures	1	
• Appropriate use of Vue instances, components and binding	1	
• The website runs flawlessly without any errors or typos	2	
<b>Extension tasks (not marked)</b>		
Below are some suggestions to creatively enhance your website:		
<ul style="list-style-type: none"> <li>• Make use of dropdowns to customise the type of true/false question randomly chosen, using category and difficulty properties</li> <li>• Create a new page for inputting your own questions, and make use of local storage to store them persistently on the user's local machine and browser. Then modify your game component to make use of the questions, selecting one of them at random.</li> <li>• Create a new page and component for handling multiple choice questions rather than only handling true/false questions</li> </ul>		
<b>TOTAL</b>	<b>40</b>	

Comments: