

# CPSC 1045 Term Project

## Objective

CPSC 1045 includes a term project, worth a significant portion of your course grade. This term project should reflect all of the skills learned during this course, and should demonstrate your overall abilities in web programming. For this project you must design and implement a web game in JavaScript.

## Project Requirements

Your game must:

1. Be interactive
2. Demonstrate significant use of JavaScript
3. Demonstrate significant use of course content
4. Only use plain JavaScript – no JQuery or other external libraries

You may work with a partner for this project, but no groups of 3 or more. If you work with a partner I expect that both partners submit a copy of their project to Dropbox, and mention who their partner is. I expect twice as much work/effort from groups of two than I do from individuals.

## Warnings

If you submit one of the following games as your project, you will instantly fail the project component of the course:

1. Black Jack
2. Simple jumping game
3. Memory card flipping games
4. Rock-Paper-Scissors
5. High-low guessing game
6. Tic-Tac-Toe
7. Snakes
8. Simple math quizzes
9. Brick Breaker

You will instantly fail the project component of the course if you attempt to submit any of the following:

- Projects using external libraries
- Projects containing code that you or your partner did not write yourself
- Projects written by groups of three or more
- Projects that are suspiciously similar to another group's project – your project should be relatively unique

- i.e., two groups could implement Pong, but the code, the interface and the look & feel of the games **must be dramatically different**

## Deliverables

To make the project more manageable, the project has been broken up into several goals with due dates. These goals are what we call deliverables.

**Deliverable 1:** select a partner or decide to work alone. Due Feb. 21 at 9:30am. There is a “quiz” called Deliverable 1 on D2L. This quiz has one question, which asks you for your partner’s name. All students must complete this quiz.

**Deliverable 2:** determine what game you are going to build. Due March 2 at 9:30am. There is a quiz called Deliverable 2 on D2L. This quiz has four questions about the game you are going to build. All students must complete this quiz. If you are working with a partner, you may both submit the same answers to the questions, but you must both do the quiz.

**Deliverable 3:** a live, in lab demonstration of your project so far. Done on March 22 in the lab period. You must demonstrate how much of your project works so far. At the bare minimum I expect at least one feature of your game to be working (ex. movement, shooting, drawing, etc.)

**Deliverable 4:** final project submission to D2L. Due April 5 at midnight.

## Due Date & Late Policy

Your final project submission is April 5<sup>th</sup>, at 11:59pm.

Students should submit their project **on or before the announced due time and date**. Students cannot submit any projects to D2L after the due time.