



Assignment #6 – Front end development: Monopoly (regressed)



The Assignment contains the following subjects:

- HTML + CSS + JavaScript
- JQuery
- Ajax

Submitting instructions:

- You should submit this assignment alone
- Push the full folder hierarchy of the project to your own repository on GitHub.

Please add the following in hive:

- A link to the repository
- Free text a description of the quiz. Stuff that you found hard to implement, known bugs and your review of this assignment
- Submit the solution until 15.01.16 using Hive

Understanding the task

Welcome to the team,

Here at "MomoGames" we are building the future of interactive games online.

Our next hit is going to be the famous game of Momopoly.

We already started the implementation (we will share our current code shortly)

We are currently developing version 0.00000001 pre alpha.

As a junior developer, we do not expect you to write the full game (as we already started working on it). We have a small task list for you first day at work ©

Hope it will be a good experience (don't forget to use the ice-cream machine in the hall every now and them...)

Approaching the assignment

- 1. Get the code from Git
- 2. Run the game
- 3. Understand what is implemented
- 4. Open your IDE and review the code, try to find the main flow of the application







Task List

Туре	Priority	Category	Description	Reporter
FIX	SHOW STOPPER	UI	The number 4 looks bad on the dice	Avi from QA
			(does not affect gameplay)	
ADD	LOW	UX	Please add a relevant sound	Dror UI/UX
			when a user doesn't have	designer
			enough money to buy a	
			property	
ADD	LOW	UX	Add a sad face to users in jail	Dror UI/UX
	_		(please change CSS only)	designer
ADD	LOW	UX	Add a smiling face to users on	Dror UI/UX
			their own property	designer
FIX	SHOW STOPPER	Gameplay	The validation of the number	Avi from QA
			of players in a new game has	
			stopped working since the last	
			version (STOP ADDING NEW	
			BUGS)	
CHANGE	LOW	CODE	Add comments I didn't have	Nisim, Senior
			the time	Frontend Dev
CHANGE	MEDIUM	Gameplay	The players get too much	Yoav, Gameplay
			money at the beginning of the	Designer
			game, please change that to a	
			more reasonable sum	
ADD	SHOW STOPPER	CODE	Community cards are not	Nisim, Senior
			implemented, please	Frontend Dev
			implement with the following	
			url:	
			/get_random_community_card	
CHANGE	LOW	CODE	Remove all of my console logs I	Nisim, Senior
			forgot to do that	Frontend Dev
ADD	SHOW STOPPER	Gamonlay	What is wrong with you? When	Avi from QA
	SHOW STOPPER	Gameplay	a user is broke a stupid alert is	AVIIIOIII QA
			shown, you should display a popup like all of the popups	
			hohah like ali oi tile hohahs	







			and then remove the player from the game and clear all of his properties	
FIX	HIGH	Gameplay	When a player pass the "go" corner he loses money instead of earning money	Avi from QA
CHANGE	LOW	UX	Dice circle color to this blue #364c9c	Dror UI/UX designer
FIX	MEDIUM	Gameplay	If a user gets a double he should be able to play another turn	Yoav, Gameplay Designer



Extra features:

- Enforce triple times double goes to jail rule
- Make the game work for 6 players
- Find a better place to display the current sum of money each player has.



Unleash the ninja within

- Allow building houses and hotels that affects the rent of a property.
- Add victory to the game.

