



## SEI Project 1: Browser-based Game

### CODE REVIEW

Student Name

Game Name

GitHub Repo

Deployment

All criteria are minimum requirements and all must be met in order to pass.

#### Planning & Presentation Requirements

##### Planning

Complete?

Comments (optional)

Your choice of game.

A wireframe of your "main" game screen.

Pseudocode for the overall game play.

##### Presentation

Complete?

Intro your game by paraphrasing the README.

Launch the game by clicking the link in the README.

Play the game!

Briefly show the HTML & CSS.

Show the JavaScript and discuss your favorite function.

Share your biggest challenge.

Share your key learnings/takeaways.

#### Technical Requirements

Complete?

Comments (optional)

Render a game in the browser.

Include win/loss logic and render win/loss messages in HTML.

Include separate HTML, CSS & JavaScript files.

Have properly indented HTML, CSS & JavaScript.

No remaining dead and/or commented out code.

Have functions and variables that are named sensibly.

Be coded in a consistent manner.

The game is deployed online.

#### Necessary Deliverables

Complete?

Comments (optional)

The code for a working game that meets or exceeds the above technical requirements, was built by you, and is deployed to the internet.

Frequent commits dating back to the very beginning of the project. Commit messages should be in the present tense.

##### A README.md file with these sections:

<Your game's title>: A description of your game. Background info of the game is a nice touch.

Getting Started: In this section include the link to your deployed game and any instructions you deem important.

Screenshot(s): Images of your actual game.

Technologies Used: List of the technologies used, e.g., JavaScript, HTML, CSS...

Next Steps: Planned future enhancements (icebox items).

#### Summary

Does project meet minimum requirements and is passing?

Unit Assessment Passed?

Overall Comments