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|  | Faculty of Computing, Engineering and Science |  |

**Assessment Cover Sheet and Feedback Form** 2024-25

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| Module Code:  IS3S664 | Module Title:  Advanced Internet and Mobile Computing | | Module Team:  Daniel Cunliffe |
| Assessment Title and Tasks:  Noughts and Crosses game in JavaScript and HTML | | | Assessment No.  1 |
| Date Set:  **23-Sep-24** | | Submission Date:  **22-Nov-24** | Return Date:  **22-Dec-24** |

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| ***Part A: Record of Submission (to be completed by Student)*** | |
| **Extenuating Circumstances**  If there are any exceptional circumstances that may have affected your ability to undertake or submit this assignment, make sure you contact the Advice Zone on your campus prior to your submission deadline. | |
| **Fit to sit policy**:  The University operates a fit to sit policy whereby you, in submitting or presenting yourself for an assessment, are declaring that you are fit to sit the assessment. You cannot subsequently claim that your performance in this assessment was affected by extenuating factors. | |
| **Plagiarism and Unfair Practice Declaration:**  By submitting this assessment, you declare that it is your own work and that the sources of information and material you have used (including the internet) have been fully identified and properly acknowledged as required[[1]](#footnote-1). Additionally, the work presented has not been submitted for any other assessment. You also understand that the Faculty reserves the right to investigate allegations of plagiarism or unfair practice which, if proven, could result in a fail in this assessment and may affect your progress. | |
| **Intellectual Property and Retention of Student Work:**  You understand that the University will retain a copy of any assessments submitted electronically for evidence and quality assurance purposes; requests for the removal of assessments will only be considered if the work contains information that is either politically and/or commercially sensitive (as determined by the University) and where requests are made by the relevant module leader or dissertation supervisor. | |
| **Details of Submission:**  Note that no marks will be awarded if the assessment is submitted late unless extenuating circumstances are applied for and accepted (Advice Zone to be consulted). Work should be submitted as detailed in your student handbook. You are responsible for checking the method of submission. | |
| You are required to acknowledge that you have read the above statements by writing your student number(s) in the box: | Student Number(s): |

**IT IS YOUR RESPONSIBILITY TO KEEP RECORDS OF ALL WORK SUBMITTED**

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| **Marking and Assessment** |
| This assignment will be marked out of 100%.  This assignment contributes to 50% of the total module marks.  This assignment is unbonded. |
| **Learning Outcomes to be assessed** (as specified in the validated module descriptor [https://icis.southwales.ac.uk/](https://icis.southwales.ac.uk/studentmodules/11463/studentmodulespecifications) ):  To demonstrate the design and practical implementation of an interactive web application. |
| *Provisional mark only: subject to change and / or confirmation by the Assessment Board* |

**Coursework Details**

During the course you have developed a basic noughts and crosses game using HTML and JavaScript. The aim in this coursework is to develop an enhanced noughts and crosses game using HTML and JavaScript.

There are three deliverables for this coursework, the game, a report and a video demo.

**The Game**

The game should be an enhancement of an existing noughts and crosses game, rather than an implementation from scratch. This existing code base can come from one of two sources:

1. It can be the basic noughts and crosses game developed during the course. In this case, marks will be awarded for a functional base game and for the enhancements.
2. It can be an external noughts and crosses game written by someone else and made freely available on the internet. In this case marks will not be awarded for a functional base game or the existing functionality provided, as it is presumed that working code was available. Marks will only be awarded for enhancements. In-code comments should be used to clearly identify the sections of code which you have written yourself and the indicate where amendments have been made.

In either case, the game must be implemented in JavaScript and/or jQuery with additional HTML and CSS as necessary. The main emphasis in the coursework is on JavaScript/jQuery work, rather than HTML and CSS work.

The choice of enhancements is up to you. You want to show technical ability, but you also want to develop a playable game. Some examples are shown below.

Basic enhancement examples:

Minor cosmetic enhancements

Adding additional basic functionality

Intermediate enhancements examples:

Extending the game to a 4x4 grid

Adding best of 3 option

Including some form of persistent data, e.g. storing game state

Add additional challenges, for example having to successfully answer a multichoice question before you can take your turn, otherwise you forfeit your turn

Adding a timer

Allowing the user to customise the game

Advanced enhancement examples:

Add an AI opponent to play against

Develop variations of game based on a different mechanic

The above are just suggestions – it is up to you to develop the game as you choose.

**The Report**

You must include the URL to reach the homepage of the game in your report.

This URL will be used to access and mark your site, so check that it works. Please note, if the website cannot be viewed or links within the website are broken, it will not be possible to mark any un-viewable features.

The main purpose of the report is to describe in detail the coding work that you have undertaken. This includes both a high level description of what the code does, as well as a low level description of how this is achieved in code, including new code and amendments made to the code base.

The report should include the following:

* Clearly identify the base code used and the functionality it provides. This should include a link to an external code base if one is used.
* Clearly identify the enhancements implemented. Describe the additional functionality and features that have been added to the code base. This may include interface design documentation.
* Describe in detail how the enhancements have been implemented, with particular reference to modifications made to base code. This should include selected code extracts where appropriate. This may include software design documentation.
* Develop and apply an appropriate test plan for the application (including the code base). This should include cross-browser testing.
* All the code must be included as an appendix.
* Include references for any sources used.

**The Video Demo**

Create a brief video walkthrough, no more than 3 minutes long, highlighting the features you have implemented. The focus should be on the gameplay and user interaction rather than technical details of the implementation.

**Deliverables**

There are three deliverables for this coursework, the game, a report and a video demo.

The game must be made available on the student web server, ces-web2.southwales.ac.uk/students/

You must include the URL to reach the game homepage in your report.

The report must be submitted to Blackboard as a Word document.

The video, or a link to watch/download the video, must be submitted to Blackboard.

**Grading Criteria**

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| **Marking Scheme** | **Marks Available** | **Marks Awarded** |
| Noughts and Crosses game developed in HTML and JavaScript and/or jQuery. | **60** |  |
| Report | **30** |  |
| Video demo | **10** |  |

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|  | **Fail (0 – 29)** | **Narrow Fail (30 – 39)** | **3rd Class / Pass** | **Lower 2nd Class / Pass** | **Upper 2nd Class / Merit** | **1st Class / Distinction** |
| **Game / 60** |  |  |  |  |  |  |
|  | Base game only partially functional  Code limited to that provided in external base code  Code poorly presented  Look and feel could be improved  No game | Base game only partially functional  Code largely limited to that provided in external code base  Code limited to that developed in class  Code poorly presented  Look and feel could be improved | Code largely limited to that developed in class  Enhancement code is straightforward  Code presented reasonably well  Extensions to base game limited  Enhancements do little to improve the game  Enhancements are not integrated well with the base game  Look and feel could be improved | Enhancement code goes some way beyond that in the code base  Enhancement code shows some degree of complexity and sophistication  Code presented well  Extension is well-conceived  Enhancements provide some improvement to the game  Overall game is reasonably cohesive and enhancements are integrated to some extent  Basic look and feel | Enhancement code goes well beyond that in the code base  Enhancement code shows a good degree of complexity and sophistication  Code presented very well  Reasonably innovative and thoughtful extension  Enhancements clearly improve the game  Overall game is cohesive and enhancements are well integrated  Good look and feel | Enhancement code goes significantly beyond that in the code base  Enhancement code shows a high degree of complexity and sophistication  Code presented to an excellent standard  Innovative and thoughtful extension  Enhancements greatly improve the game  Overall game is highly cohesive and enhancements are well integrated  Excellent look and feel |
| **Report / 30** |  |  |  |  |  |  |
|  | Code base not identified  Code base functionality not described  Enhancements not described  Enhancement implementation not described  No test plan  No testing  No appendices  No references  No report | Code base identified, but not clearly  Code base functionality poorly described  Enhancements poorly described  Enhancement implementation poorly described  Implementation commentary lacks sufficient detail  Test plan weak  Testing poor  Incomplete appendices  No references | Code base clearly identified  Code base functionality description fair  Enhancement description fair  Enhancement implementation  description fair  Implementation commentary lacks detail in parts  Test plan fair  Testing fair  Appendices complete  Appendices could be better presented  Limited use of references  References could be presented more effectively | Code base clearly identified  Code base functionality description reasonable  Enhancement description reasonable  Enhancement implementation description reasonable  Reasonable level of detail in implementation commentary  Test plan reasonable  Testing reasonable  Appendices complete  Appendices reasonably well presented  Some use of references  References reasonably well presented | Code base clearly identified  Code base functionality description complete and effective  Enhancement description complete and effective  Enhancement implementation description complete and effective  Good level of detail in implementation commentary  Good test plan  Good testing, well reported  Appendices complete  Appendices well presented  Good use of references  References well presented | Code base clearly identified  Code base functionality description complete and to a high standard  Enhancement description complete and to a high standard  Enhancement implementation description complete and to a high standard  Excellent level of detail in implementation commentary  Excellent comprehensive test plan  Excellent testing very well reported  Appendices complete  Appendices very well presented  Excellent use of relevant references  References very well presented |
| **Video Demo / 10** |  |  |  |  |  |  |
|  | No video | Ineffective video presentation  Lacking sufficient level of description | Basic video presentation  Acceptable level of description | Reasonably effective video presentation  Fair level of description | Effective video presentation  Good level of description | Highly effective video presentation  Excellent level of description |

1. University Academic Misconduct Regulations [↑](#footnote-ref-1)