

COMP 2511 WINTER 2016

Assignment 3

Advanced CSS – Game of Number

Due: Friday, March 25, 2016@11:59 PM.

Outcomes and Story Line

A team of a game company has designed a web-based game for their future business initiatives. You are a member of the implementation group of that company, and you are asked to implement the game interface. Graphics designers also provided the graphics and style specification. Your task is to write a responsive CSS for the game.

Special Requirement: Use of absolute positioning will cost you 50 marks.

Submitting

Since your assignment is to apply CSS styles to an existing HTML site (Assignment03.zip), **you must simply submit four CSS files from the style folder provided. NO HTML SUBMISSION.** This folder MUST be named as style_yourlogin (If you submit multiple versions name them sequentially so style_yourlogin_v2.) Inside that folder the stylesheet files are named as style.css, style25.css and style36.css. **DO NOT change the file names.** When confident it is ready, drag the entire folder to the Submit Drive (I:). If submitting from an off-campus computer, use <https://secure.mtroyal.ca> to access your files (it is your responsibility to check that off-campus submission works).

You will lose 25 marks if you do not follow these submission instructions.

Late submissions are not acceptable.

DO NOT MODIFY SUBMISSION or RESUBMIT after the due date and time. It will be considered as a late submission.

CSS file names should not be changed.

DO NOT Modify HTML files to get the Feel and Look of the CSS. I will use provided HTML files to check your style sheets, and you will be only submitting CSS files. Your CSS files should work on provided HTML files.

Grading

Your assignment will be graded based on the overall look and feel of the pages, the quality of the syntax, application of CSS selectors, complete commenting, and adherence to assignment specifications and overall application of CSS.

Layout Requirements

In this assignment, you will be working individually on CSS to build a Board Game Layout Called Game of Number. Game of Number has three different levels. Board of 4x4 numbers, 5x5 numbers and 6x6 numbers. The requirement for this assignment is to design a layout of the Game of Number. **No functions are needed for the gameplay for Assignment03.**



Figure 1: Layout of 4x4 Board of Game of Number.

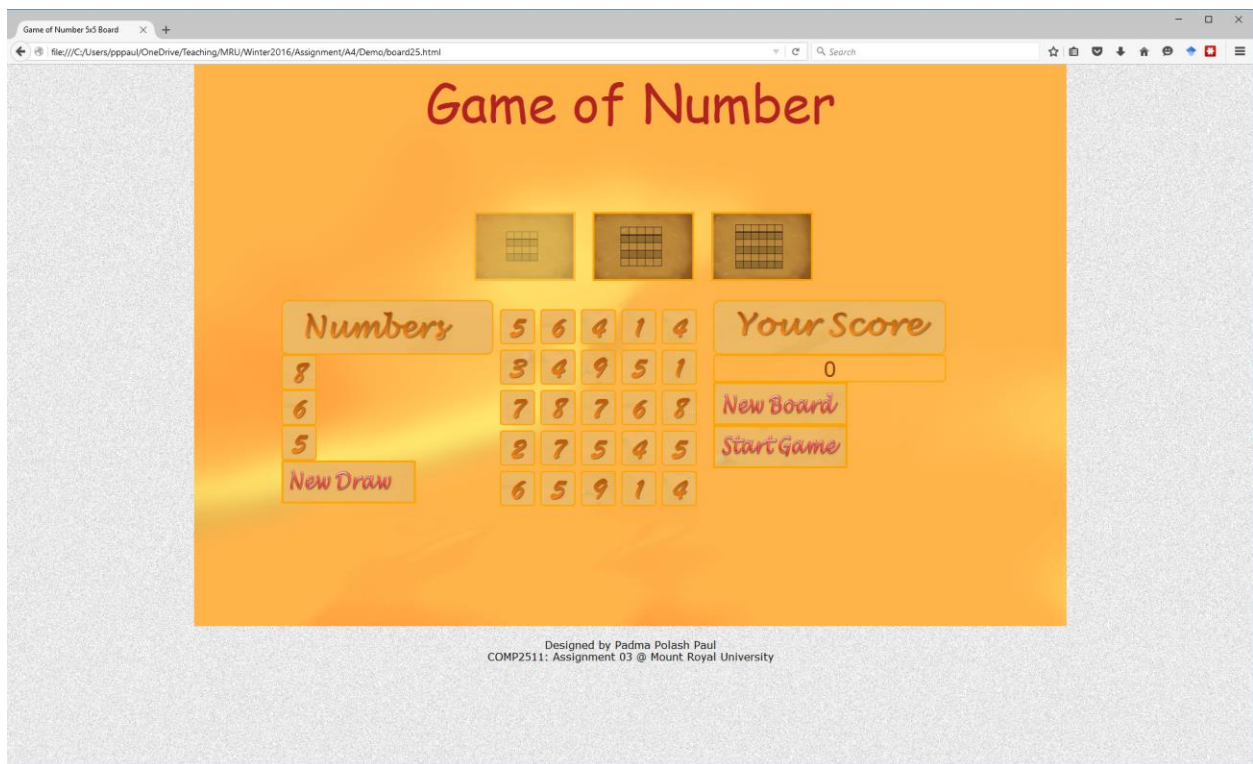


Figure 2: Layout of 5x5 Board of Game of Number.



Figure 3: Layout of 5x5 Board of Game of Number.

Functional Requirements

- Moving mouse to the main menu (4x4, 5x5, 6x6 boards) should be as follows. Use Animation of any kind for the selected board. For example, when you select 4x4 game board it will glow or dim for infinite time. If the selection changed to 5x5 board, the same animation would continue for selected board. **15 marks for this animation in the selection menu.** Hints: @-webkit-keyframes, @keyframes, -webkit-animation(for Chrome, Safari, Opera) and animation etc.



Figure 4: Board selection menu.

- For the gamearea4x4, gamearea5x5 and gamearea6x6 use the following style. If you hover mouse to the number of the **game area**, it will be changed with underlined number. Images provided with the Assignment03.zip package. Animation for the placement of the game area has 15 marks. For instance, bottom to the final position when it shows at the beginning. Hints: @-webkit-keyframes, @keyframes, -webkit-animation(for Chrome, Safari, Opera) and animation etc.

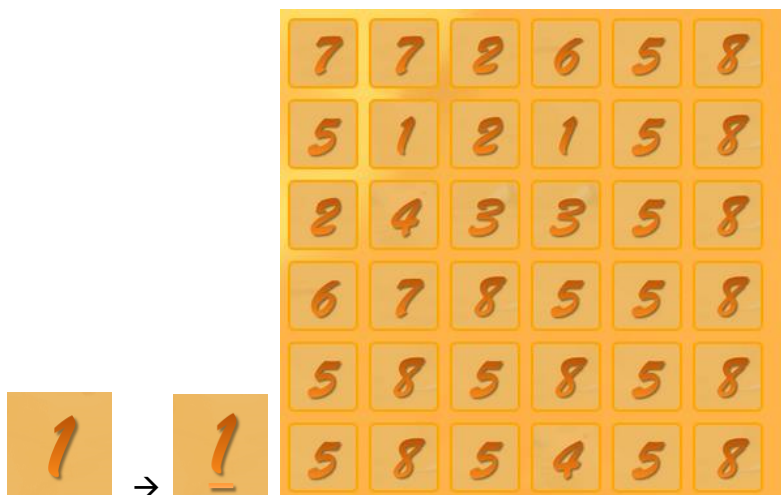


Figure 5. Hover effect change

- You can use any number randomly to any of the cells of the **game area**.
- For the main heading of the game use the font provided with the package.

Game of Number

- Do not use any absolute positioning; use relative positioning and relative width/height so that the game is responsive. Hits: Check with float.
- The output of the three boards are provided, your task is to design CSS for the same look and feel.
- Keeping the layout same you can style by your creativity. Remember you will submit only style sheet only so apply your creativity only in the CSS, not in Graphics and HTML.

Marking Guide

Area	Max	Grade
• Layout as example provided [Figure 1, Figure 2 & Figure 3]	3x15 =	45
• Animations (Menu + Gamearea)	15+15	
• Same look and Feel as Figure 1, 2 & 3 and Creativity	25	
TOTAL	100	