# Project

This two-week long project focusses on web technologies. The project is deliberately open-ended so you can use this as a framework for your own ideas or implement the suggestions given here.

## User acceptance testing

As part of the project development, show your early ideas to the group and glean feedback.   
Then when you present your completed project, include (for example):

* how to came to decide what to include and what to ignore from feedback
* what you decided to press ahead with from your own thinking

## Code Architecture

Try to use modular code, so your JavaScript and CSS files are separate from the html. Where possible write general purpose code which can be re-used. If JavaScript design patterns have inspired your code, indicate this (e.g. with comments).

## Team or Individual

Either team up to create a solution, or work individually on your chosen project. If you go for a team approach, please keep an informal record of who did what, what was shared, and bulk responsibilities. Please observe a maximum group size of three.

Note: team or not, you can of course call upon each other for help, advice and suggestions, and you are strongly encouraged to make the most of the group as a resource.

## Presentation

Present for 15-20 minutes about your project.

## Project Review

I will spend a period of time with you going through the project. Any notes, diagrams, plans, aspirations of verbal descriptions will be welcome.

# Suggestions for projects:

## Quiz-builder

A text file (using the GIFT format) is read in to a web application. The application goes through the document, creating nicely-formatted quiz questions as required. Hard-code the questions if you prefer.

Advanced  
Do the reverse: the web app should present the user with a quiz-building interface, where questions can be quickly entered and automatically developed into quizzes from key words and patterns. The resulting quiz questions are then available as a JavaScript object for use in other projects.

## Interactive Map of Reality

A picture is presented representing a campus/library/machine/game map/universe (endless possibilities here). The user can click to drill down and see details such as directions, what’s located where, delays/advantages etc. This would be done by showing/hiding content.

Advanced  
The user can pan around the image, which is way bigger than one screen. Or they could zoom in/out endlessly. Add simple game-play so the user has to complete certain tasks before they can reveal the whole image

## Gamification of Training

Present a game experience which shows new employees the right and wrong ways to interact with customers calling for help/support. Or create a game to demonstrate principles of good design/presentation skills/code structure.

The game could start with some interactive training material, getting more complex as it goes. Throughout or at the end you could have quiz questions to check understanding. A pre-test could also be useful.

Advanced  
The game should store a high-score (e,g. via localStorage) and provide more than one level of difficulty.

## Technology Training Game

As above, but for Java, JavaScript or some other technology

# Other Ideas

## Geo-Fencing

Informational walk-about, where content is presented based on geolocation. So as they stand in front of artefacts the web app explains and expands on the display.

## Touch-controlled Drone Interface

Present the camera (at larger than screen size) and overlay a touch interface which implements (emulated) movement in two dimensions (up/down and left/right). You will need to mask the camera and show different parts of a static field of view.

## Ars Gratia Artis

Do something beautiful on screen. You are limited only by browser and screen capabilities, and the time available for the project. Ideas include clouds, fire, ejectors, swarms etc.

## All About Me

Present a killer personal summary

## Game

Anything you like

## Network monitoring web App

Read metrics about web QOS and report accordingly.

## Data Charting

Create x-y plot and polar charts from either user entry or AJAX-loaded data structures.

## The Photo Catalogue/Phone Catalogue

Build on previous projects to present a photo or phone catalogue where users can choose/un-choose/save for later and ‘purchase’ photos or phones.

# General Guidelines

Whatever project you choose, there should be:

* structured html content
* purposeful CSS using tag, class, ID and other styles as needed
* JavaScript to implement logic, especially event handlers