# Teamwork Project Assignment for the [JavaScript Basics Course @ SoftUni](https://softuni.bg/courses/javascript-basics/)

Design and implement **a client-side JavaScript game** by choice. It could be a well-known game like Chess, Backgammon, Solitaire, Minesweeper, Tetris, Xonix, Bridge-Belote or any jumping game (Super Mario, Bomberman etc.) or a game designed by your team.

You, as a team, are **free to decide** what frameworks, development tools and team collaboration tools will use. You might perform live meetings in SoftUni or at some other location, online meetings, use chat systems, organize mailing lists, Facebook groups, use project management tools, source control tools and any other technical and non-technical resources to build your project, but please **work in team**. Each team member should be able to **prove his or her contribution** at the project live defense. Remember that each team member will get **equal score** at the project public defense.

## General Requirements

* **Use JavaScript** – the entire work should be implemented in JavaScript
* **Client-side JavaScript application**, running in Internet
* Ensure your application **works correctly** in the **latest versions of browsers**: Chrome, Firefox, IE, Opera, Safari
* You **do not need to support** old browsers like IE9
* **Work in team** – all team members should contribute
* **Do not** use **engines** or **tools** that generate JavaScript code!

## Additional Requirements

* Follow the **best practices** for producing **high-quality code**: correct naming, correct formatting, etc.

## Optional Requirements

If you have a chance, time and a suitable situation, you might add some of the following to your project:

* Use the **HTML5 canvas** – or a Canvas framework like KineticJS, paper.js or other
* Use **SVG** – or a SVG framework like Raphael JS or other
* Create **animations** – either for the canvas, SVG or both
* Use **DOM** **manipulations** like DOM API or jQuery

## Deliverables

Put the following in a **ZIP archive** and submit it (each team member submits the same file):

* The complete **source code** of your project.
* A **presentation** of your project (e.g. PowerPoint slides) or other **brief documentation** (1-2 pages) of your project. It should provide the following information:
  + Project name and purpose – what you have created?
  + Team name, list of team members
  + Contributions of each team member
* Any other information (optionally)

## Public Project Defense

Each team will have to deliver a **public defense** of its work in front of the other students, trainers and assistants. Teams will have **only 10 minutes** for the following:

* **Demonstrate** the application (very shortly).
* Show the **source code** and explain how it works.
* Explain how each team member has **contributed**.
* Show the **commits logs** to confirm that team member have contributed.
* Optionally you might prepare a **presentation** (3-4 slides).

Please be **strict in timing**! Be **well prepared** for presenting maximum of your work for minimum time. Bring your own laptop. Test it preliminary with the multimedia projector. Open the project assets beforehand to save time. You have **10 minutes**, no more.

## Assessment Criteria

* **Overview** (technical implementation, layout, design, usability) – 0…5
* **Functionality** (rich functionality and higher complexity are scored higher) – 0…5
* **Code quality** (correct naming, code formatting, separation of concerns, etc.) – 0…2
* **Team work** (GitHub used; each team member contributed in 5 different days) – 0…3
* **Bonus** – 0…2

## Give Feedback about Your Teammates

You will be invited to **provide feedback** about all your teammates, their attitude to this project, their technical skills, their team working skills, their contribution to the project, etc. The feedback is important part of the project evaluation so **take it seriously** and be honest.