JOHN ABBOTT
CEGEP/COLLEGE

CENTRE FOR CONTINUING EDUCATION

420-WC4-AB USER INTERFACES	FINAL PROJECT
WORTH: 30%	DUE: SEE LÉA

For your final project you will be working in a randomly assigned groups of 3 students.

DO NOT copy something you find online. You can online resources as inspiration, but any plagiarism will result in a grade of 0 for all persons involved and other possible consequences.

PROJECT DETAILS

Your final project will consist of combining HTML, CSS and JavaScript to create a simple interactive and engaging game that is played in the browser.

Your game should make use of the DOM (or jQuery) to manipulate HTML nodes and/or CSS styles.

The following is expected for your final submission:

- Your game should interact and/or respond to user actions and/or inputs

    o Your game should be playable

- There should be instructions provided on how to play and how to win the game.

- Valid HTML and the CSS using the W3C validators.

- No errors produced by JavaScript when playing your game.

- Code and test the game. Ensure that there are no JavaScript errors while playing.

- Since this is a game there should be some way to "win" or to reach an objective.

    o Your game should include some sort of scoring system to determine a winning scenario (ie: beat the game, high score, fast time…)

- Your game does not have to be complex, rather something to demonstrate your ability to work with JavaScript.

- A "Perfect" project should be interesting, engaging, and be generally bug-free.

- Code should be clear with helpful comments to explain what is happening.

- You are not obligated to use any third-party library

    o jQuery or other

Save all files, zip the folder, and submit it to Lea in the Assignment section for Final Project. At least one (1) person in the group must submit the final project.

PRESENTATION AND EVALUATION

You will play through and present your game to the class on the last day of the course.
Your game does not have to be 100% completed, but we should be able to get some playable features.
The presentation is to show your peers what you have been able to produce as a game concept.
Be respectful and listen to your peers' presentation. It will count!

Please keep presentation under 7 minutes.

GRADING

Your grade will be based on the following criteria:

- JavaScript (50%)
    - Validity, coding style, error handling, functions, variables, logic, comments, etc…
- Valid HTML and CSS (10%)
    - Validity, coding style, coherent structure, comments, etc.
- Overall Quality and User Experience (15%)
    - Game is engaging and fun, not copied and pasted something you found online.
    - Visible that thought and effort was put into the game
- Teamwork – Peer-Evaluation (10%)
    - This team project requires a lot of communication and team work to limit the workload required. How tasks were divided and if everyone did as their part. Based on peer evaluations and observations
- Content (5%)
    - Spelling, punctuation, grammar (You can submit in French, English or both)
- Presentation (15%)
    - Play through and explain your game concept – 10%
    - Pay attention and listen to other presentations – 5%