

Group Project

You will create an online game where users can control an avatar that moves between different chat rooms and can battle against other players / enemies encountered.

1. Rubric turned in on time (5 points)

- Remember to get it checked by a TA!

2. Languages/Frameworks used (30 points)

- Learned/Used React.js frontend (10 points)
- Learned/Used Express backend (10 points)
- MongoDB (10 points)

3. Functionality (40 points)

- Users can make accounts and log in to the game (10 points)
- Users can join and exit chat rooms by physically leaving them (5 points)
- In-between chat rooms is area where you can encounter and fight creatures (15 points)
- You can talk openly in the chat room (5 points)
- You can talk privately to people in the chat room (5 points)

4. Best Practices (5 points)

- Code is readable and well formatted (1 points)
- All pages pass the html validator (4 points)

5. Creative Portion (20 points)

Approved by Frank Liang