**Group Final Project – Andre’s Restaurant**

**NOTE: Submit this file as a word.docx**

## Marking Rubric (20 Marks)

|  |  |  |  |
| --- | --- | --- | --- |
| **Section** | **Element** | **Marks** | **SCORE** |
| Individual Pages | Page Loads | 5 (0.5 x 10) |  |
|  | JS robust with no console errors | 5 (0.5 x 10) |  |
|  | Style/Design/Content | 5 (0.5 x 10) |  |
| Overall | Consistent Style & Header/Footer | 1 |  |
|  | Helpful commenting in code | 1 |  |
|  | Artistic Merit | 3 |  |
| **TOTAL** |  | **20** |  |

**Team Name**: Seasoning Shack

**Team Members (indicate Lead Designer)**:

1. Czarina

2. Ngoc(Jade)

3. Paul

4. Terumi

5. N/A

**Restaurant Name**: Seasoning Shack

**Type of Restaurant**: Casual & Multinational Cuisine

**Brief Description of Restaurant**: Seasoning Shack has been offering best quality of international cuisine at casual prices to Torontonians since 1997. Our team’s pride and passion in the dishes, which represents the diversity of the city of Toronto are enjoyed by wide ranged customers, from East to West, South to North.

(ADD WHATEVER YOU WANT)

For each page, state the programmer’s name along with a description of the design features and technology used.

Home Page: Paul

About Us: Czarina

Contact Us: Terumi

* Enhance the accessibility by changing background color as well as expanding each input section when it’s focused.
* Increase the usability by displaying all validation feedback at once when a user clicks the submission button, so the user doesn’t need to validate each section over and over again.
* Also increase the usability by displaying related links based on the selected subject through the dropdown. This can also help reducing the workload on the restaurant’s receptionist.

Gift Cards: Czarina

Locations: Paul

Menu: Ngoc(Jade)

Events/Booking: Paul

Careers: Czarina

Site Map: Ngoc(Jade)

Specials: Ngoc(Jade)

Contest: Terumi

* Game color, design and concept that matches the entire project.
* A user will never win because of the following reasons:

1. The speed of the dish is slow enough to move side by side.

2. The speed of the falling item increases when 30 seconds and 45 seconds passed.

3. The amount of falling item also increases after 45 seconds passed

4. Eventually the user will not be able to avoid non-food items/catch food items, which means they lose all of their life counts in 60 seconds.