Skill name

Web Design and Development

	Criteria	Mark
A	Design	10.00
B	JQuery, JQueryUI	30.00
C	API - NodeJS	30.00
D	AngularJS	30.00
E	Presentation	0.00

Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score	Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Max Mark
A1	Follow the instructions					
		M	The design files were saved in the "XX_Client_Side/XX_design" folder			0.50
		M	The files names follow the test project orientation		deduct 0,25 per error found	0.50
		M	The image source files are saved into a folder named "XX_source" inside the "XX_Client_Side/XX_design" folder that contain the layers, development files, ie			0.50
		M	Designs was developed to the correct resolution		The designs are in 1024x768 pixels (deduct 0,25 per wrong resolution)	0.50
		J	Visual identity is consistent in all the design game			0.50
				0	Inconsistent visual identity and / or do not incorporate graphic elements provided / created	
				1	Minimum visual identity maintained in design, with only a few connecting elements	
				2	Good visual identity of elements, but only one element must be updated to connect everything	
				3	Consistent visual identity which all elements are organized and connected with themselves	
A1	Design					

		M	Game board layout		Must present all elements described above: logo, airplane, clouds, birds, stars, parachutes, fuel counter, star counter, timer, sound button, font size buttons and pause/continue button deduct 0.25 for missing item		1.00
		M	Ranking Table presentation		must present the logo of the game and ranking with the following columns: position, name, stars and time in this order, with the table is presented the "Start Game" button deduct 0.25 for missing item		1.00
		M	Game Instructions		The first screen of the game presents the instructions to the user and the "Start Game" button. The instructions for the game are included in the media files deduct 0.25 per missing item		1.00
		J	Creative use of the media provided/created in the game design				0.50
				0	The media provided/used is not related this the game theme		
				1	Basic use of supplied media		
				2	Some media files were updated/created used for improving the game design, not all		
				3	Media were used in a creative and differentiated way to highlight and promote design innovation for the		
A2	Develop the initial markup						
		M	When the address is accessed (http://xxxxxxxxx/XX_client_side), The game is presented to the user with the "How to Play" instructions and the button "Start Game"		deduct 0.25 per missing item		0.50
		M	The instructions must be presented in an animated				0.50
A4	Buttons						
		M	All buttons must have active hover effects		deduct 0.25 for wrong assigned		0.50
		M	The background of the buttons in hover state must be: #f39c12		deduct 0.25 for wrong assigned		0.50
		M	The active state must follow the example called ripple which is provided in the media files.		deduct 0.25 for wrong assigned		0.50
A5	Valid W3C standards	M	The HTML and CSS code must be valid in the W3C standards for HTML 5 and CSS 3 rules		deduct 0.25 for an error		1.00

A6	Portability	M	The design is presented exactly in Chrome and				0.50
B1	Client Side Fuels						
		M	The fuel icon moves from top to down				0.50
		M	During the flight, the main aircraft needs to collect fuel icons dropping (from the top of the screen) in the				0.50
		M	For each fuel icon collected, the fuel counter is increased in 10 points				0.50
		M	The user can increase/decrease the size of font in			timer, star's counter, fuel and ranking	0.50
		J	Fuels animation				0.50
				0	There is no animation		
				1	There is animation very simple animation with just two frames		
				2	There is a good animation but not perfect to improve the application usability		
				3	The animation is perfect animation, improving the application usability with fluid animation		
		J	The game interactions (main aircraft control) improve the game usability				1.50
				0	The game interaction is poor. Is difficult to play the game or the game is not working		
				1	It is possible move the main aircraft		
				2	The movement of aircraft is fluid		
				3	The movement of aircraft is perfect give the sensation of full control of the game		
B2	Client Side Game Constraints						
		M	Game can be accessed directly using the address: http://localhost/XX_Client_Side			XX for competitor ID.	0.50
		M	the game is presented to the user with the "How to Play" instructions animated and Start Button				0.50
		M	Pressing the "Start Game" button, the game starts and the aircraft (controlled by user) starts to fly in the space			Game Instruction Hide and Game Board presented	0.50
		M	The timer is started from zero and present the time in seconds that the aircraft (controlled by user) is in				0.50
		M	The fuel counter, start to decrease, one point per second. The fuel counter starts with 10 points			The graphical element must be animated when the fuel is decreasing and when the user gets more fuel.	0.50
		M	The max capacity of fuel is 30 points				0.50
		M	The left sensible area moves the aircraft (controlled by user) to left			Activate in mouse hover and deactivate in mouse leave	0.50

		M	The up sensible area moves the aircraft (controlled by user) to up	Activate in mouse hover and deactivate in mouse leave		0.50
		M	The down sensible area moves the aircraft (controlled by user) to down	Activate in mouse hover and deactivate in mouse leave		0.50
		M	The right sensible area moves the aircraft (controlled by user) to right	Activate in mouse hover and deactivate in mouse leave		0.50
		M	It is not possible fly with the aircraft (controlled by user) to the outside of game area			0.50
B3	Client Side Game Scene					
		M	The score starts with zero points			0.50
		M	Sound Effects: hit.mp3: played when the flight hit a bird (game is over)			0.50
		M	Sound Effects: star.mp3: played when the aircraft get a			0.50
		M	Sound Effects: finish.mp3: played when the fuel is out (game is over)			0.50
		M	Sound Effects: background.mp3: played when the fuel is out (game is over)			0.50
		M	The user can enable/disable the sounds of game	All sounds must be enabled or disabled		0.50
B4	Client Side Final Design					
		M	The aircrafts are presented in an animated way	Include the main aircraft controlled by the user		0.50
		M	Game Board present the elements created in the design	deduct 0,10 per missing element - Compare with the design delivered		1.00
		M	Game Board elements follow the design created	deduct 0,10 per for wrong format or wrong position for fixed elements (like icons and counters) - Compare with the design delivered		1.00
		M	Ranking Table present the elements created in the design	deduct 0,10 per missing element - Compare with the design delivered		0.50
		M	Ranking Table elements follow the design created	deduct 0,10 per for wrong format or wrong position for fixed elements (like icons and counters) - Compare with the design delivered		0.50
		J	The JavaScript code is well organized			1.50
				Javascript code is unorganized, without indentation and no comments	0	
				Javascript code have a good indentation, with meaningful variable names but not comments	1	
				Javascript code have a good indentation, with meaningful variable names and a few comments but no describe the functions and methods functionalities	2	

B5	Client Side Game Over					Javascript code is very organized, with meaningful variable names, including perfect indentation and comments of the functions and methods	3
		M	When the fuel counter arrives at zero, the game is over			When the game is over, the animations, sounds, interactions and the timer counter stops	0.50
		M	When the game is over the game collect the name of the user in a form field			Name field is presented to the user with a "Continue" button	0.50
		M	The Continue button will be disabled until the user fills the name field				0.50
		M	The user name, the time of flight and the score must to be sent to server through an AJAX request when the user clicks in Continue button			To address http://xxxxxxxxx/register.php Method: post variables name, time and score (with this names)	0.50
		M	After click in "Continue" button, the game present the game ranking with the following columns: position, name, score and time in this order with the button			data provided by the json by register.php	0.50
		M	The ranking is ordered by the score and for time elapsed in decrease order (ordered in front-end).				1.00
		M	If more than one user has the same score and the same time, they receive the same position in the			Sort by JS	1.00
		M	It is possible restart the game clicking in the "Start Game" button in the Ranking Table screen			the game instructions are presented to the user again	0.50
B6	Client Side Game Quality						
		M	During the flight, the user can pause the game clicking the pause button			When the game is paused, all interactions and sounds must be stopped	1.00
		M	During the flight, the user can pause the game pressing the letter p in the keyboard			When the game is paused, all interactions and sounds must be stopped	1.00
		M	In a pause state If the user clicks the pause button again, the game continues from the moment that it was				1.00
		M	In a pause state If the user presses the letter "p" again, the game continues from the moment that it was				1.00
		M	The game should work without JavaScript errors and messages shown in the browser console				1.00
		M	Game works correctly in both browsers (Chrome and			Deduct 0,20 per difference or error found	1.00
		J	Game present a concept to meet with the business objectives (play and record the game ranking)				1.50
		0	I dont want to play the game anymore				

					1	I play the game sometimes, but it is just one more game	
					2	I play the game many times to stay in the first position of the ranking	
					3	I can pay to play this game again and stay in the first position of the ranking	
C1	Server side API general		M	API Data stored in database / read from database		Create connection (check in DB after API testing)	1.00
			J	Use of MVC model			3.00
					0	MVC not used	
					1	MVC used but too much manual coding	
					2	MVC used but not according to best practice	
					3	MVC used according to best practice	
C2	Server side DB setup						
			M	Database schema uses FK-constraints		SQL-dump XX_database.sql to be provided in XX_Server_C/db-dump Folder	1.00
			M	Users created in DB		admin, user1, user2 (0.5 each)	1.00
C3	Server side Authentication						
			M	Authentication testing login		admin and user: URL(RESTful, suffix), Method, JSON request body, JSON response body (md5 from username), status code, role. Deduct 0.5 for each error	2.00
			M	Authentication testing logout		Execute logout, after login was working fine Deduct 0.5 for wrong request resp. wrong response	1.00
			J	Database schema is normalized		ERD XX_ERD.* to be provided in XX_Server_C/db-dump Folder	3.00
					0	Not normalized, a lot of redundant data/fields	
					1	Normalized with second normal form	
					2	Normalized with third normal form (partial)	
					3	Normalized with third normal form (full)	
C4	Server side API Flight						
			M	Create Airline Company		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	1.00
			M	Create airline flight		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	2.00

				Request exact URL and parameters	
	M	Query/Get airline flights list		Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	2.00
	M	Book a flight		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	2.00
	M	Update airline flight		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	2.00
	M	Delete airline flight		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	1.00
C5		Server side API Hotel			
	M	Create a hotel		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	1.00
	M	Query/Get hotels list		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	2.00
	M	Book a hotel		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	1.00
	M	Update hotel		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	2.00
	M	Delete hotel		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	1.00
C6		Server side API Transaction			
	M	Create a transaction		Request exact URL and parameters Response exact status code, message and fields Deduct 0.5 for each error for requirements and fields	1.00
D1		Client Side Client General			
	M	Data stored in API / read from API		(check in network browser tools) Deduct 0.25 each	1.00
	M	Messages for success and errors shown		Deduct 0.25 each	1.00
	J	Use of client-side framework of choice			1.00
			0	Framework not used	
			1	Framework used but too much manual coding	

					2	Framework used but not according to best practice	
					3	All available/suitable functions of Framework used according to best practice	
D2	Client Side Website design						
		J	Template				1.00
					0	Template has not been used	
					1	Part of template has been used	
					2	Default template has been used (no changes at all)	
					3	Template has been used and been modified/enhanced to fullfil the requirement	
		J	Responsive design (Working on 1440px, 768px and				1.00
					0	Design not responsive and the required functionalities not work well at any screen	
					1	Design not responsive but the required functionalities work well at default screen	
					2	Design responsive but the required functionalities work well only at default screen	
					3	Design responsive and the required functionalities work well at any screen	
D3	Server Side Interaction and Auth - T						
		M	User authentication kept on client			after page reload (F5) still logged in (admin)	1.00
		M	Login modal			Show when click the login link (no page redirect)	0.50
		M	After Login			Show username, change Login to Logut (no page redirect)	0.50
		M	User roles			Show admin menu when user's role is ADMIN and default menu when user's role is not ADMIN	0.50
		M	Logout			After user logged out, show default displays: no username, no admin menu, login link (no page redirect)	0.50
		J	Navigation				1.00
					0	Using the application is hardly possible	
					1	Using the application is possible but produces many weird results	
					2	Using the application works well but produces some weird results	
					3	Admin panel, map, results list, search box works intuitive without weird results	
D4	Screen Flight Booking						
		M	Data loading correctly			Deduct 0.5 each	0.50

		M	Data is validated when submit	Deduct 0.5 each	1.00
		M	Functionality business of Screen Flight Booking	Deduct 0.5 each	1.00
D5	Screen Flight List				
		M	Data loading correctly from screen Flight Booking	Deduct 0.5 each	1.00
		M	List pagination is correct	Deduct 0.5 each	1.00
		M	Functionality business of Screen Flight List	Deduct 0.5 each	1.00
D6	Screen Flight Detail				
		M	Tab View displayed with subchild layout	Deduct 0.5 each	1.00
		M	Functionality business of Screen Flight Detail	Deduct 0.5 each	1.00
D7	Screen Flight Book Form				
		M	Data loading correctly	Deduct 0.5 each	1.00
		M	Data is validated when submit	Deduct 0.5 each	1.00
		M	Functionality business of Screen Flight Book	Deduct 0.5 each	1.00
D8	Screen Hotel Booking				
		M	Data of Flight Booking show exactly on the right pane	Deduct 0.5 each	0.50
		M	Data is validated when submit	Deduct 0.5 each	1.00
		M	Data saved on database when the transaction	Deduct 0.5 each	1.00
D9	Screen Hotel List				
		M	Data loading correctly from screen Screen Hotel	Deduct 0.5 each	0.50
		M	List pagination is correct	Deduct 0.5 each	1.00
		M	Filter and sorting	Deduct 0.5 each	1.00
		M	Functionality business of Screen Hotel List	Deduct 0.5 each	1.00
D10	Screen Hotel Detail				
		M	View the Rooms Available correctly	Deduct 0.5 each	1.00
		M	Functionality of business logic	Deduct 0.5 each	1.00
D11	Screen Hotel Book Form				
		M	Data of Flight Booking show exactly on the right pane	Deduct 0.5 each	0.50
		M	Data is validated when submit	Deduct 0.5 each	1.00
		M	Data saved on database when the transaction	Deduct 0.5 each	1.00