

Name: \_\_\_\_\_

Mark: \_\_\_\_\_ / 100

## Instructions

---

Create a single Web page that contains a number of HTML5 API's, including Local Storage, Drag and Drop, and HTML5 Canvas.

## Requirements

1. **Local Storage:** Use local storage to save at least 3 key/value pairs of information. This is **only a suggestion**, but these could be things such as
  - A counter that shows how many times the user has visited the page.
  - A remembered name/username that you can show the user when they return to the page.
  - Some kind of CSS style preference, such as a background colour or font colour.
  - *Anything else you can think of that you might want to store*
  - Be creative here. Try to find your own applications of localStorage. There will be marks for creativity.
2. **Drag and Drop.** Enable a draggable object, as well as another object it can be dropped into, which will then run some kind of JavaScript action. As above, be creative. **Don't do exactly what we did in class.** Use your own application of this.
3. **HTML5 Canvas:** Use the HTML5 <canvas> tag with JavaScript. This could be text with effects; an animation; or anything else you can think of. It **needs to have some kind of motion/animation for full marks**. As above, making a “bouncing ball” like you did in class, will not receive full marks. Be creative.

## Submission Guidelines

---

Upload your files in a folder to the specified OneDrive folder by the due date.

The file name for your folder should be:

**21129\_WDF01\_assignment3\_lastname\_firstname**

### Due Date and Time:

Thursday, February 24, 2022 at 9:00 AM.

---

## Marking Criteria

Marks for this project will be given as follows:

Criteria	Needs Work	Proficient	Excellent	Mark
<b>Local Storage</b>	No local storage used.	Less than the required 3 local storage name/value pairs. (-10 for each missing pair)	At least 3 name/value pairs used with local storage.	
	0	10-20	30	/ 30
Marking Comments				
<b>Drag and Drop</b>	No drag and drop found.	Drag and drop utilized, but not in an effective, creative manner.	Drag and drop used in an effective, creative manner.	
	0	1-29	30	/ 30
Marking Comments				
<b>HTML5 Canvas</b>	No HTML5 Canvas used	Objects in canvas as stationary with no animation (15 marks)  Canvas object(s) are overly simple, or don't serve any kind of purpose.	HTML Canvas used effectively, with some sort of animation.	
	0	1-29	30	/ 30
Marking Comments				
<b>Subjective</b>	Mark for the overall appearance of the page, and usefulness of the script. Make the assignment look like a single unified app.			
				/ 10
Marking Comments				
			<b>Total Marks</b>	<b>/ 100</b>

Additional Comments	
---------------------	--

