CIT 261 Final Project Plan

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What will the project do?

My web app will perform the scorekeeping for a game of shanghai rummy.

Features to incorporate

1. Add players one at a time
2. Be able to remove a player at any time during the game
3. Indicate whose turn it is to deal
4. Be able to correct a score entered incorrectly
   1. Could have the score be a link to open an input box if tapped for correction
   2. Could have a button that would bring up a table of input boxes preloaded with already entered scores that can be adjusted and updated.
5. Have total scores always visible and prominently located
6. Have app remember who played last time to save time in set up
   1. Store an array of player names in local storage and have page preload that array and create a player field for each name stored.
7. Save an unfinished game for later
   1. Use archive game feature but add the option to continue game

Checklist for 13 objectives

1. Loops, Conditional Statements, Functions, Variables, Parameters, Arrays, Associative Arrays.
   1. This is easy you can’t make a viable program without these tools
2. Object Creation Functions
   1. createPlayer
   2. archiveGame
3. JSON Parse, Stringify
   1. archiveGame
   2. playerList
4. Using XMLHTTPRequest to consume a JSON web service
   1. archiveGame
5. Local Storage API
   1. playerList
6. DOM Manipulation
   1. editPlayerList
   2. removePlayer (in the middle of a game)
7. Manipulating CSS Class Properties using JavaScript
   1. Format options
8. Creating CSS3 Transitions and Animations in CSS and Triggering them with JavaScript
   1. Celebrate winner when the game is over
9. Standard JavaScript events
   1. All game functionality
10. HTML5 Tags – Video, Audio, Canvas
    1. Celebratory music on win
    2. Use canvas for Ambria’s drawing?
11. Designing, Defining, and Triggering CSS3 Transitions
12. Designing, Defining, and Triggering CSS3 Transforms
    1. Screen Turn Format Changes
13. Designing, Defining, and Triggering CSS3 Animations