JavaScript Game Final Project

Overview: One of the most interesting parts of the computer programming industry is undoubtedly game programming which accounts for billions of dollars in consumer spending each year. In this activity, you will work individually or in a small-group atmosphere to create an online JavaScript game.

Directions: In groups of up to 2, design and create a game using JavaScript. While your game concept may be either a totally new type of game or an old standard, your team is to design, build, test, and implement this game. This will be accomplished in 4 stages.

Stage 1 – Design

Before you code a single line, your team is to design the game and all its components on paper. This means everything!!! All rules, game flow, actions, and outcomes must be mapped out and all literature related to the game must be created before any coding starts, period. In addition, a description of each team member's role and job duties must be laid out in this stage. All this work is to be presented to me, the instructor, before moving on to stage 2. This stage should be finished no later than Thursday, December 7.

Stage 2 – Building and Coding

Build and code your game. Get the code working before you make it pretty. Have the code working by Wednesday, December 13, or 5 to 6 days ahead of your presentation day. Finish making it presentable by Monday, December 18, or 2 to 3 days ahead of your presentation day.

Stage 3 – Test and Fix

Thoroughly test and fix your game so that it works seamlessly. This should be completed no later than Wednesday, December 20, or 1 to 2 days ahead of your presentation day.

Stage 4 – Game Presentation Day

On Thursday, December 22 for PM students, and the last day of attendance for AM students, teams will present their game for final grading.