
Cs195 UVM

Zoe Watson

Assignment: Final Project

Adventure Awaits!

Version <1.0>

Adventure Awaits!	Version <1.0>
	Date : 6/15/2018

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Time Log			
Estimated time to complete assignment =>			50 Hours
Date	Time Spent (in hours)	Description	Author
06/32	5	Read JavaScript book made plans for project.	Zoe Watson
06/03	2	Worked on getting git working. Started testing JavaScript program. Made silly error with linking JavaScript to HTML	Zoe Watson
06/05	1	Planed out game code.	Zoe Watson
06/06	4	Worked on coding JavaScript code. Made plan for HTML interlock.	Zoe Watson
06/07	3	Tested code. Ran into error with getting JavaScript to write to HTML. Was having internet issues so I worked on fleshing out game code, and HTML.	Zoe Watson
06/08	1	Worked to debug code. Internet crashed so I worked on JavaScript again.	Zoe Watson
06/12	5	Coded JavaScript for game on paper.	Zoe Watson
06/15	2	Worked on paper for html lay out.	Zoe Watson
06/19	4	realized the project was not coming together because the game design was awful. Went back to the drawing board on game design. Decided to cannibalized the design and assets from an old project.	Zoe Watson
06/21	5	worked on making code. It is an interesting challenge recreating old design in a different language. Debugged.	Zoe Watson
06/22	3	worked on coding the JavaScript. I think I finished the html of the game. debugged	Zoe Watson
06/23	2	Debugged, play tested.	Zoe Watson
06/24	6	finished game. Finished html. JavaScript takes so long to load. Fixed error. Shout out to my brother for creating the solution. Started work on css and project documentation.	

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06/25	5	Debugged, made char gen better, made html nicer. Worked on css and making sure the project is up to spec. Finshed css.	
06/26	4	Finshed documentation. Checked over project and submitted.	
	52	<=Total Time Spent	

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Introduction

Purpose

The purpose of this document is to describe the requirement specification for the web site "Adventure Awaits!".

The intended audience for this document is anyone who is interested in the sites development.

First it is the contract between you and the client. Second it is for the developer of the site. Two primary goals are:

- 1. Client gets a very good understanding of what you will be delivering.*
- 2. Developer has a very good understanding of what they are going to create.*

Definitions, acronyms, and abbreviations

Sample for the client:

W3 Validation – refers to both Html and CSS validation tool provided by the W3c.org. the html validator is located at:

<http://validator.w3.org/>

with the CSS validator located at:

<http://jigsaw.w3.org/css-validator/>

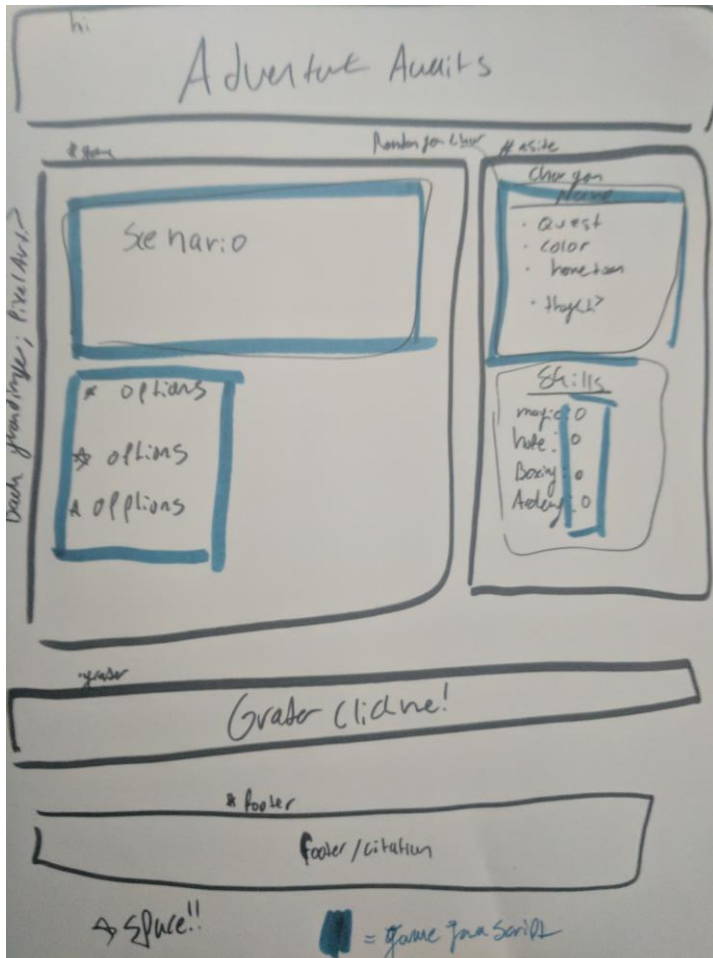
Overall Description

This website is a host for a JavaScript video game called Adventure Awaits!

The game gives you a randomly generated scenario and 2 to 6 randomly generated reactions to chose from. Each options effects your set of skills in by lowering them or raising them by a random amount. You win the game when you get all 5 skills above 100, you lose if you let any of the skills drop below -99.

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Story Board



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Specific requirements

1. Game UI must work with the html
2. Game must have five skills
3. Game must be able to have a win and lose state
4. Game must randomly generate 2-6 choices
5. Game must randomly generate scenario
6. Game must update skills after an option is chosen
7. Game must be fun and silly
8. Randomly generate a charter bio
9. Website must have the game instructions
10. Website must have the game's citations at the bottom of the page
11. Website must have Favicon
12. Website must have a page detailing the use of JavaScript on the site.
13. Site must pass Html and CSS validation.