

CS455 2024-25 SEMESTER-1

Homework-1

Problem statement:

Create a simple web application, that for now serves a simple web-based game. It needs to be a single player game / puzzle. Examples are finding words in a grid, simple crossword, hangman, minesweeper, sudoku, matching games, etc. It is a game if the game play rewards some activities, and penalizes some other activities and a player can eventually lose (e.g., time runs out, options exhausted, a UFO comes crashing, etc.)

You are allowed to use whatever libraries you want to use, have code in the server or not and use a server-side language you please.

Team size: 2

What should you do?

1. You should deliver **working** software in a week's time (next Monday, EoD).
2. Start by creating tasks / activities on GitHub, first breaking down the game into tasks.
 - a. You don't have to finish every task.
3. Once done, work on one activity at a time, assigning it to the person working on it, and closing the issue as soon as it is done.
4. All code should be on GitHub, make it a public repository.
5. Add CI/CD, and automatically deploy to a server on every commit.
6. As much as possible, write clean code. Use good variable naming, don't write really long methods, and break code down to files.

Grading

Graded individually, based on the amount of code you contribute, and having a working game (graded as a team).

When is it due?

12th August, 11:59pm.

Fill in a google form with your GitHub repository name, and teammates' names and roll numbers. **Ensure the repository is public.**

One submission per team. (The form will be available on Hello IITK, as part of the homework post).