Centre for Continuing Education

420-PX4-AB
JAVASCRIPT

Final Project
Worth: 30%

Due: August 8th 2019 - 6pm
Late Policy: 25% of your grade if handed in by 8pm August 9th, 2019
Grade will be 0 if received after 8pm August 9th, 2019

For your final project you have the option to work in a group (up to 4 students per group), only one team member is required to upload a copy of the project with all required files in the assignment section on Lea.

1. Your final project will consist of combining HTML, CSS and JavaScript to create a simple interactive and engaging game that is played in the browser.
   Your game should make use of the DOM or jQuery to manipulate HTML nodes and/or CSS styles.

2. Your game should interact and respond to user actions or inputs (ie: it should be a playable game)

3. There should be instructions provided on how to play and win the game.

4. Validate the HTML and the CSS using the W3C validators.

5. Code and test the game. Ensure that there are no JavaScript errors while playing.

6. Save all of your files, HTML, CSS, JavaScript, etc. in a zip file and upload the zip file to the assignment section on Lea.

7. Play through and present your game to the class on Thursday August 8th. You should explain your game inspiration and some of the advanced functionality.

Since this is a game there should be some way to "win" or reach an objective. A such you game should include some sort of "scoring system" to determine a winning scenario (ie: beat the game, high score, fast time…)

Your game does not have to be complex, rather something to demonstrate your ability to work with JavaScript. An "Perfect" project should be impressive, (interesting / engaging), and be generally bug-free. The code should be clear with helpful comments to explain what's happening.

Grading - Your grade will be based on the following criteria:

JavaScript (70%)
   Validity, coding style, error handling, functions, variables, logic, comments, etc…

Valid HTML and CSS (10%)
   Validity, coding style, coherent structure, comments, etc…

Overall Quality and User Experience (15%)
   Game is engaging and fun, not copied and pasted something you found online!

Content (5%)
   Spelling, punctuation, grammar (You can submit in French, English or both)