

ASSIGNMENT 1

Emulating a Classic Toy with a Web App



DESCRIPTION

Using the provided HTML, CSS, and JavaScript as a starting point, emulate the user experience of the popular children's toy, the Mattel® 'See 'N' Say Storymaker'. Please note that *this is an individual assignment – please ensure that all work is your own*. Please refer to Georgian College's Academic Regulations regarding Academic Integrity at <http://cat.georgiancollege.ca/academic-regulations/integrity/>.

INSTRUCTIONS

1. Watch the short video at https://www.youtube.com/watch?v=gG8y_e6t0G4 (limegl0wstix, 2010), and carefully watch how the user interacts with the toy.
2. You may construct your own HTML, CSS, and JS for the assignment, or you can download the provided .zip file (includes HTML, CSS, and JS) to use as a starting point or framework for your assignment.
3. Examine the HTML – note that there are 7 buttons – the first 5 are for allowing the user to pick a random phrase from a JavaScript array that you will create (use the image on the last page of this assignment to build each of the five arrays).
4. When the user pushes each of the buttons, your script will cycle through the array of words or phrases belonging to that button until they are happy with a particular choice. Perhaps output their choice visually as the button text or beside it so they can see the choice they have made?
5. The 6th button will allow the user to view the completed story. When the user clicks this button, a function will combine all of the 5 words or phrases selected by the user into a sentence that will then be output as a string to the empty paragraph just below.
6. Once you've completed the functionality of the interface, add some CSS to make the page visually attractive (don't spend too much time on this – the focus is the JS).
7. Ensure that all your HTML, CSS, and JS is well-commented, formatted, and organized.

TAKE IT FURTHER

1. Add another button that generates a random story with one click.
2. Add a reset button so that another story can be created.
3. Try as much as possible to create a user experience that matches the original product.
4. Output the random story as the audio output as well as text.
5. Anything else that you can dream up...

SUBMITTING YOUR WORK

Upload the HTML, CSS and any media files to a web server and then post a link to the document in the assignment on Blackboard. *Your work will not be graded unless it is posted on a web server.*

EVALUATION

Please refer to the chart (assessment rubric) below. You will be graded on *how well* you followed the *assignment instructions* from both a *technical* and a *creative* perspective as spelled out in the rubric. This assignment is weighted in terms of your final mark as indicated on the course syllabus.

Criteria	Mark
TECHNICAL EVALUATION	
HTML, CSS, and JavaScript is valid, properly structured, formatted and commented.	/5
JavaScript is well organized, with appropriate variable names and helpful descriptions for each section of the script.	/5
The basic functionality of the application is complete.	/5
There are additional features and/or functionality that go beyond the basic application requirements.	/5
CREATIVE EVALUATION	
The application is fun, intuitive, and easy-to-use – a pleasurable user experience.	/5
The JavaScript is thoughtfully organized, and it offers a creative solution to the application requirements.	/5
There are other innovative or imaginative elements of the script that go beyond the basic application requirements.	/5
TOTAL	/35

OTHER RESOURCES

Use the image on the next page as a guide as you build out the files for this application

