

Project grades and requirements

For grade 3

- Each group member spend 80 hours on the project
- HTML + CSS + JS
- Basic JavaScript (techniques that have been taught)
 - loops
 - conditionals
 - functions
 - data structures (array/object)
- Reading from/ changing the DOM
- Everyone in the group should be able to explain the code when asked¹.
- Your application is online²

For grades 4-5

- Fulfil requirements for grade 3
- Show that you are able to build upon your knowledge and develop it further by learning new techniques like...
 - Date
 - Ajax
 - geolocation
 - device motion/orientation
 - drag and drop
 - 3rd party API's
- The code is neatly structured and well commented.
- Each student keep a simple log³

UX

An application may be very clever and well coded, but if the user doesn't understand how to interact with the interface, it's merely casted pearls. For that reason, your grade can be affected by poor user experience design.

External code

You may use some code not written by yourself as long as you reference the author using comments. See *Code referencing.pdf* in pingpong/documents/project. Submitting code not written by you and not referenced, will lead to a plagiarism investigation.

¹ Educate each other. Explain to the rest of the group how your code works.

² Your app needs to be accessible from the internet. Each student has an account on projweb.ju.se. FTP credentials will be handed out on demand.

³ At the end of the day, jot down what you have been working on. There is a log function in Pingpong.