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|  | Faculty Of Computing and Engineering Sciences |  |

**Assessment Cover Sheet and Feedback Form** 2020-21

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| Module Code:  IS3S664 | Module Title:  Advanced Internet and Mobile Computing | | Module Team:  Daniel Cunliffe, Phil Davies |
| Assessment Title and Tasks:  Noughts and Crosses game in JavaScript and HTML | | | Assessment No.  1 |
| Date Set:  28-Sep-2020 12:00 | | Submission Date:  08-Jan-2021 23:55 | Return Date:  03-Feb-2021 23:55 |

**IT IS YOUR RESPONSIBILITY TO KEEP RECORDS OF ALL WORK SUBMITTED**

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| **Marking and Assessment** |
| This assignment will be marked out of 100%  This assignment contributes to 50% of the total module marks. |
| **Learning Outcomes to be assessed** (as specified in the validated module descriptor [https://icis.southwales.ac.uk/](https://icis.southwales.ac.uk/studentmodules/11463/studentmodulespecifications) ):  1) To demonstrate a critical understanding of the prevailing technologies associated with the development of web-based and mobile applications.  2) To be able to critically evaluate the various technological options available for diverse web-based and mobile development. |
| *Provisional mark only: subject to change and / or confirmation by the Assessment Board* |

**Coursework Details**

During the course you have developed a basic noughts and crosses game using HTML and JavaScript. The aim in this coursework is to develop this game further.

There are three deliverables for this coursework, the game, a report and a video demo.

**The Game**

During the course you have developed a basic noughts and crosses game using HTML and JavaScript. This is the foundation of your coursework. The aim in this coursework is to develop this game further.

Enhancements to the game must be developed in HTML and JavaScript and/or jQuery.

Further functionality that is added to the basic game will result in a higher grade, depending on complexity, integration and so on. You want to show technical ability, but you also want to develop a playable game.

The choice of enhancements is up to you. Some examples are shown below.

Basic enhancement examples:

Adding appropriate comments to the code

Minor cosmetic enhancements

Adding a reset button

Intermediate enhancements examples:

Extending the game to a 4x4 grid

Adding best of 3 option

Including some form of persistent data, e.g. storing game state

Add additional challenges, for example having to successfully answer a multichoice question before you can take your turn, otherwise you forfeit your turn

Adding a timer

Allowing the user to customise the game

Advanced enhancement examples:

Add an AI opponent to play against

Develop an additional game based on a different mechanic, such as Connect Four

The above are just suggestions – it is up to you to develop the game as you choose.

**Report**

You must include the URL to reach the homepage in your report.

This URL will be used to access and mark your site, so check that it works. Please note, if the website cannot be viewed or links within the website are broken, it will not be possible to mark any un-viewable features.

Your report should detail your software design, implementation and testing, including:

* Interface design documentation
* Software design documentation
* Commentary on the HTML, JavaScript and jQuery
* Software testing
* Cross-browser testing
* All your code and details of any additional data stores should be included as appendices
* References for any sources used

**Video Demo**

Create a brief video walkthrough, no more than 3 minutes long, highlighting the features you have implemented. The focus should be on the gameplay and user interaction rather than technical details of the implementation.

**Deliverables:**

There are three deliverables for this coursework, the game, a report and a video demo.

The game must be made available on the student web server, ces-web2.southwales.ac.uk/students/your enrolment number/

You must include the URL to reach the game in your report.

The report must be uploaded to Blackboard as a Word document.

The video must be unloaded directly to Blackboard, or a link to watch the video must either be uploaded or emailed to [daniel.cunliffe@southwales.ac.uk](mailto:daniel.cunliffe@southwales.ac.uk) by the deadline.

**Grading Criteria**

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| **Marking Scheme** | **Marks Available** | **Marks Awarded** |
| Noughts and Crosses game developed in HTML and JavaScript and/or jQuery. | **60** |  |
| Report | **30** |  |
| Video demo | **10** |  |

<40%

The student has developed a game that is only partially functional or demonstrates less functionality than the version developed during the course.

The report lacks sufficient detail or clarity. Elements may be missing.

The video demo fails to satisfactorily demonstrate the game.

40-49%

The student has managed to develop a working game based upon the tutorial notes – but has not really developed it further than merely showing a basic understanding via block commenting.

The report contains basic information, but is lacking detail or clarity in several areas. Some elements may be missing.

A basic video demo has been produced, but it is not very effective at demonstrating the game.

50-59%

The student has developed the game further and included reasonable block comments showing a good understanding of the functionality included. The game has been enhanced to some degree through the implementation of some of the above suggestions, or similar intermediate enhancements.

The report provides reasonable coverage, and is essentially clear. It lacks detail in some areas.

A reasonable video demo has been produced, which gives a clear demonstration of the game.

60-69%

The student has further developed the app, taking into account most of the suggested points above. The code has been well documented. The game has been enhanced effectively, through implementing some of the more challenging suggestions above, or similar intermediate enhancements.

The report provides good coverage, and is essentially clear and detailed.

A good video demo has been produced, which gives an effective demonstration of the game.

70%+

The student has fully developed a game where the functionality has been greatly enhanced from the original tutorial example. The enhancements are of an advanced nature, and demonstrate independent creative and technical thinking. The game itself is well presented and its different elements are well integrated.

The report provides excellent coverage, and is clear and detailed. It is likely to include additional research and references.

An excellent video demo has been produced, which gives a highly effective demonstration of the game.