Project 5

- You will be making a web page/web site/game/web app using the skills you learned this semester.

Project 5 Expectations

- Individual projects (except in very specific circumstances, email me).
- You should build an artifact that has a large interactive component.
  - Front end (i.e. interactive) code should have a significant amount of JavaScript.
  - Doesn't have to have a backend.
  - The artifact should have one or more of these: aesthetic value (i.e. interactive animation), entertainment value (i.e. a game), practical value.

Project 5 Expectations

- You should make substantial and interesting use of JavaScript code (if you just make numerous calls to different JavaScript libraries without any JavaScript logic you will get 0 points here).

- Again, the focus here is on building nice interfaces, so focus on first making a compelling interface (if you write a web app with a bad/boring interface you will not get full points).

- Your project should work, no mockups.
  - If your demo doesn't work then that's bad. Test your code!

Project 5 Example Ideas

- Take something you built from a previous project (i.e. a game for the drawing library or an interactive component from your state machines project) and build something really amazing from it.

- Build a cryptogram solver
  - Like http://www.blisstonia.com/software/WebDecrypto/ but make it look better.

Project 5 Example Ideas

- Build a game (using either the drawing library or something of your own).

- Build a 3D model that you can view (i.e http://madebyevan.com/webgl-water/. Only attempt if you're good at graphics and have a lot of free time!)

- Roll your own image gallery viewer.

- Make your personal website much more compelling/interactive (if you already had a website, save an old version of it so I can compare).

Project 5 Constraints

- You can use whatever JavaScript libraries you want, as long as you document it in your README for your submission.

- You should also mention libraries you used in your final presentation.

- REMINDER: piecing together libraries for this project will not give you full points under the 'makes significant use of JavaScript' criteria

Project 5 submission

- Submit all of the code needed for your project on blackboard (under the project 5 submission).

- Include a README describing what you did, why it is interesting, how your work makes significant use of JavaScript, any problems you encountered or known bugs, and all of the libraries you used (with urls to references).

Project 5 Final Presentations

- Will be held 12/8 and tbd
- Each person will give a 5-10 minute demo of their project.
  - No powerpoint, just show us what you built.
  - Talk about what was challenging about this project.
  - Show us at least one interesting feature of your project.

Project 5 Evaluation

- 100 points:
  - 10 points: turn in is correct (all code is included, README is present).
  - 10 points: formatting and comments.
  - 30 points: Substantial and interesting use of JavaScript code (if you just make numerous calls to different JavaScript libraries without any JavaScript logic you will get 10 points here).
  - 30 points: Aesthetic, entertainment, or practical value of what you made.
  - 20 points: Presentation

Project 5 Dates

- Final topic picked by 11/17
- Turn in a set of 3-5 topics by 11/14, I will comment on these