

CPSC 473 - Web Front-End Engineering for Internet Applications

Project 2 - Spring 2017

Section 2

- Demos May 8
- Source code and documentation due May 15

Section 1

- Demos May 10
- Source code and documentation due May 17

Use Ember.js and Node.js to build a web application. You may use any available third-party Web Service APIs, libraries, frameworks, or modules, provided that you comply with the terms of their licenses.

Project Selection

Teams will need to choose their own projects; they will not be assigned. They will, however, require approval from the instructor. Suggested project areas include multi-player games, data visualizations, and mobile applications (see <http://mobilehtml5.org/> for details).

Functionality

Projects must include the following:

- Real-time interaction
- Client-side MVC
- Integration with one or more third-party Web Service APIs.

Working with other teams

You may discuss your project and the technologies you are using with other teams, but each team must build its own application and submit its own work.

Working with members of your team

In general, each student in a group will receive the same grade. If you run into issues with your teammates, it is your responsibility to attempt to resolve them.

If you are unable to work with a member of your team (for example, if they disappear and fail to respond to attempts to contact them), bring the problem to my attention as soon as possible -- do not wait until the due date.

Presentations

On presentation day, give a short demonstration of your application to the class. Include both functionality and implementation details. Your entire team must be present and available to answer questions, but you may designate individual team members to deliver the presentation.

Grading

Each of the following factors contributes up to 3 points to the final grade for the project:

1. Quality of the presentation
2. Completeness of the presentation
3. Quality of documentation for installation and configuration
4. Quality of documentation for users
5. Project functionality
6. Project scope
7. Code quality
8. Code maintainability
9. Appropriate use of available technologies
10. Innovation
11. Web design
12. Teamwork