Coursework 1: Game Website

1. Summary

Version: 2.0

Individual project

Weighting: 50% of overall mark

Deadline for project proposal: 16:00 Friday 14th October 2022 (end of Week 3)

Deadline for website with navigation: 16:00 Friday 4th November 2022 (end of Week 6)

Deadline for final submission: 16:00 Friday 9th December 2022 (end of Week 11)

2. Key Points

- Website that enables the user to play a game.
- The user plays the game alone or against the computer.
- If the user plays against the computer, there are no extra marks for sophisticated artificial intelligence: simple random choices are fine.
- The website must be implemented in HTML, CSS, JavaScript and PHP.
- **Zero marks will be awarded for a game that is copied from the Internet.**
- Users can register with the website and login.
- The website has a page that displays the top scores of all registered users.
- User data and scores are stored in JSON format using HTML local storage.
- Cross-browser compatibility is not required – you only need to demonstrate your game on a single browser.
- PHP functions are used to output navigation menus, footers, etc.
- You are welcome to use third party libraries, such as jQuery, Bootstrap or a JavaScript game engine. You should check with the module leader if a third party library is used for a substantial amount of the functionality of your website.
- Marks are available for code quality, game quality and the attractiveness and usability of the website.
- The final submission of your project will only receive a mark if your submission includes a video demonstration.

3. What Needs to be Submitted:

3.1 Project Proposal (Deadline: 16:00 Friday 14th October 2022)

A short document that:

- Briefly describes the proposed game.
- Includes wireframe sketches of the website or screenshots of early prototypes.

We will use the project proposal to give you feedback about your idea and help you realize it in the time available. You can reuse material from the project proposal in the final project submission.

Submit Word or PDF version of project proposal using the link in the Coursework 1 section of the course website. **Your proposal must be in Word or PDF format.**

The project proposal is worth 10% of the mark for Coursework 1.

3.2 Website with Navigation (Deadline: 16:00 Friday 4th November 2022)

You should submit your website with all of the pages and navigation working. The head, navigation and footer should be outputted using PHP functions. **You must use PHP functions**: Zero marks will be given if you use *include* to dump chunks of HTML into the page.

The JavaScript functionality for the game, top scores and user accounts is not required at this stage.

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This website will be marked for attractiveness, usability and HTML, CSS and PHP code quality.

Submit a zip file that contains:

1. All the code.
2. Document with screenshots of all of the pages of the website.

Upload the zip file using the link in the Coursework 1 section of the course website.

The website with navigation is worth 35% of the mark for Coursework 1.

3.3 Final Submission (Deadline: 16:00 Friday 9th December 2022)

Submit a zip file containing:

1. *Website code*. HTML, CSS, JavaScript, PHP and images for the website.
2. *Report*. Describes the website and any issues that you had with its development. This must be a Word or PDF document.
3. *5-minute video demonstration*. **Video demonstrations are mandatory for the final submission.** I strongly recommend that you watch the talk on recording video demonstrations on the course website.

Upload the zip file using the link in the Coursework 1 section of the course website.

The final submission of Coursework 1 will only receive a mark if you include a video demonstration.

The final submission is worth 55% of the mark for Coursework 1.

4. Formative Feedback

Formative assessments do not directly contribute to the overall module mark, but they do provide an important opportunity to receive feedback on your learning. They provide an opportunity to evaluate and reflect on your understanding of what you have learnt. They also help your tutors identify what further support and guidance can be given to improve your grade.

We are happy to give you formative feedback about Coursework 1 in the labs and can also give formative feedback about drafts of Coursework 1 that are sent to us more than 1 week prior to the deadlines.

5. Late Submission

We are very unlikely to give extensions to coursework and very unlikely to accept excuses. So we strongly recommend that you hand coursework in on time. Contact the module leader before the deadline if you run into problems.

Each submission has a six-hour window (16:00-22:00) within which you can upload your work without a mark penalty. If you submit later than this (within five calendar days of the original deadline), then your mark will be capped at 40% of the marks available. Work submitted more than five days after the original deadline will receive zero marks.

6. Extenuating Circumstances

If you have personal problems that interfere with your studies, you can apply for extra time to complete coursework without a mark penalty. You must provide appropriate documentary evidence.

More information here: https://unihub.mdx.ac.uk/your-study/assessment-and-regulations/extenuating-circumstances.

You must let the module leader know if you have been granted an extension.

7. Plagiarism

Plagiarism is a serious academic offence. Students that submit identical projects will be reported to the university. If they are found guilty, they will have to resubmit their work, their marks could be capped or they could fail the module.

We recognize that there is often a blurry line between copying and collaboration. People work together and help each other to solve problems and apply the solutions to their own projects. We strongly encourage this kind of collaboration. But it is not acceptable for students to collaborate on a project which they submit as individual work. To penalize this, the mark for near-identical projects will be divided between the projects. So suppose a project gets a mark of 60% and near-identical versions are handed in by 3 people. Each person will get 20%, instead of 60%. This only applies to the marks for the parts of the project that are nearly identical.

We are not going to police this and make detailed investigations. So if you allow your project to be copied, you will be as liable for plagiarism as the person who submits it as their own work. Both the original and the copy will receive zero or reduced marks.

Links to the relevant University regulations and additional support resources can be found here:

- Full details on academic integrity and misconduct and the support available can be found at: https://unihub.mdx.ac.uk/study/academic-integrity

- The Academic Integrity and Misconduct policy is available in our Public Policy Statements (under Academic Quality) at: https://www.mdx.ac.uk/about-us/policies

- Referencing & Plagiarism: Suspected of plagiarism?: https://libguides.mdx.ac.uk/c.php?g=322119&p=2155601.

- Referencing and avoiding plagiarism: https://unihub.mdx.ac.uk/study/writing-numeracy/awl-resources/writing.

The Middlesex University Students' Union (MDXSU) Advice Service offers free and independent support in making an appeal, complaint or responding to any allegations of academic or non-academic misconduct: https://www.mdxsu.com/advice.

8. Assessment Methods

8.1 Project Proposal

We will read your project proposal and give you written and verbal feedback.

8.2 Website with Navigation

We will look at the code and view the screenshots that you have provided. The front end of the website will be marked after this submission. You can change your front end, but no further marks will be available for it after this date. The rest of the project will be marked after the final submission date.

8.3 Final Submission

We will look at the code, read your report and view up to 5 minutes of your video demonstration. Your video demonstrations should not be significantly longer than 5 minutes. **Zero marks will be awarded for a final submission of Coursework 1 without a video demonstration.** I strongly recommend that you watch the talk on recording video demonstrations on the course website.

The project will be given a mark out of 100. This will be scaled down to a mark between 0 and 50 that corresponds to 50% of the overall mark for the module.

9. Assessment Criteria

Feature	Deadline	Marks
Project proposal. A short description of the website that includes wireframes of the design or screenshots of an early prototype. **Do not include screenshots of code, the command line or Dreamweaver, NetBeans, etc.**	**16:00 14/10/22**	**3 marks**. Description of the design of the website and how the game is played. **3 marks**. Wireframes or screenshots of website pages. **4 marks**. Proposal quality. Is it clearly written? Do the wireframes clearly show the website design?
Website. Navigation bar and place holders for the game, registration, login and rankings functionality.	**16:00 4/11/22**	**5 marks.** Multiple pages and navigation bar. **10 marks.** Attractiveness and usability. Are the pages well designed and attractive? Has thought been given to usability?
PHP. PHP functions should be used to generate parts of the website dynamically. **You must use PHP *functions*. No marks are available for using *include* to add blocks of HTML to the page.**	**16:00 4/11/22**	**10 marks.** Use of PHP functions to generate parts of the website dynamically. These marks can also be awarded for other uses of PHP on the website, as long as it is not data storage.
HTML, CSS and PHP code quality. Your code should be well commented, tidy and easy to read. Files should be sensibly organized into folders. Marks will be deducted for unused files and commented out code.	**16:00 4/11/22**	**2 marks**. HTML code quality. **2 marks.** CSS code quality. **2 marks.** PHP code quality. **2 marks**. File organization.
Screenshots of website pages. Paste the screenshots into a Word document. There is no need to provide any text.	**16:00 4/11/22**	**2 marks.** Document containing screenshot(s) of all of the website's page(s). In the case of a single page website, provide screenshots of key functionality.
Game. Must be implemented in HTML, CSS and JavaScript. **Zero marks will be awarded for a game that is copied from the Internet.**	**16:00 9/12/22**	**5 marks.** The website has a basic game that the user can play and obtain a score. Some marks can be awarded for a partially functioning game. **10 marks**. These marks are for games that have complex JavaScript, sophisticated JavaScript (for example, use of classes) and a substantial amount of JavaScript. For example, graphics, multiple skill levels, etc.

User accounts. User can create an account and login. User data is stored in JSON format using HTML local storage. **No marks will be given for storage in files or server-side storage with PHP, MySQL, MongoDB, etc.**	**16:00 9/12/22**	**5 marks**. Storage of basic data in JSON format, such as name and email address. **5 marks** Storage of additional data from the user in JSON format, for example address and phone number. **6 marks.** Validation of user data. Some of this validation has to be done using JavaScript – a maximum of 3 marks is available for HTML validation. **5 marks.** Login with appropriate error messages when details are missing, password incorrect, etc.
Ranking table of user scores. Users' scores are stored in JSON format using HTML local storage. The website has a rankings page that displays the top scores of all the users. **No marks will be given for server-side storage with PHP, MySQL, MongoDB, etc.**	**16:00 9/12/22**	**5 marks.** Storage of users' scores in JSON format using HTML local storage. **5 marks**. Rankings page that lists the top scores of all the users.
JavaScript code quality. Your code should be well commented, tidy and easy to read. Files should be sensibly organized into folders. Marks will be deducted for unused files and commented out code.	**16:00 9/12/22**	**3 marks.** JavaScript code quality.
Project report. Briefly describes the project. This can reuse material from the project proposal. **Do not include screenshots of code, the command line or Dreamweaver, Visual Studio Code, etc.**	**16:00 9/12/22**	**2 marks**. Screenshot(s) of all of the website's page(s). For example, game play, registration, login, and rankings table. **4 marks**. Content of report. Does it clearly describe the project? You should describe how the game works and the registration, login, error handling, input validation and rankings functionality.