

Project - Counter Strike:Team Builder (30%)

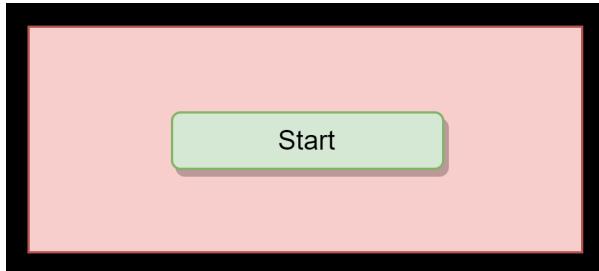
The goal of this project is to build a team of 4 agents. You must create your character and generate 3 other agents randomly. You can do this project individually or a group of two. You will be using the APIs listed below

CS:GO API : For weapons and agents
Random User Generator : For random names

The images shown in this document are only for reference. Your UI should not be the same as shown. Use your imagination to come up with a good UI

1. Start Screen (Screen #1)

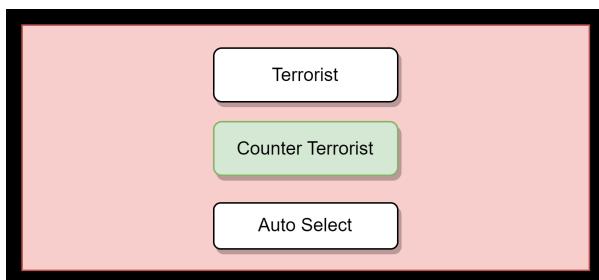
1. This screen should have a **logo** and **background image** and a button to start to game



2. Team Selection Screen (Screen #2)

1. This screen must have an option to select a team
2. Team selection can be of type "Terrorist" or "Counter Terrorist".
3. A third option must be provided as "Auto Select". Upon choosing this option, the programme must assign either "Terrorist" or "Counter Terrorist" randomly

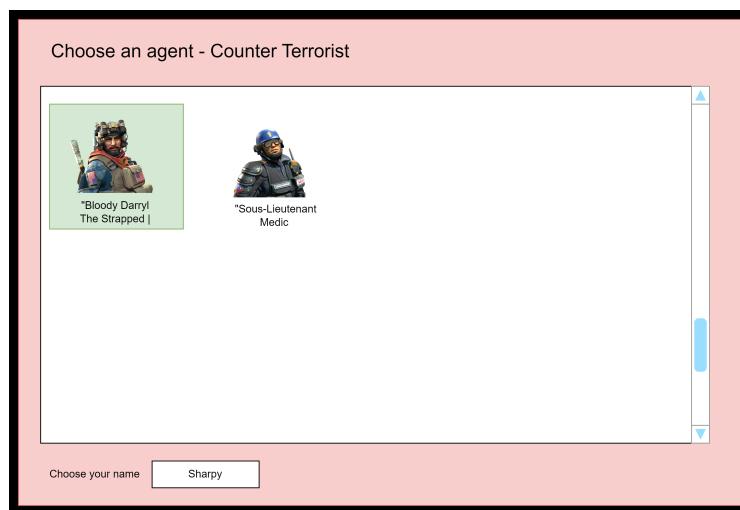
Here "**Counter Terrorist**" has been selected as an example



3. Character Selection (Screen #3)

1. Filter character based on team selection.
2. As "**Counter Terrorist**" was selected in the previous screen, only counter terrorist agents must be listed for selection

3. Allow the user to name the character. The character name must not exceed more than 2 words and the letter count must not exceed 20.



Here "Bloody Darryl" has been selected

4. Weapon Selection (Screen #4)

1. This screen should list down all the types of weapons available for a team selected in (**Screen #2**)

2. It should also contain weapons which are available for both teams

We selected "Counter Terrorist" in **Screen #2**, thus, the list of weapons and gears must be for "Counter Terrorists" or "Both Teams"

3. You will get a starting balance of **\$9000**. You must not exceed this price while buying weapons

4. You must select at least one weapon of each type. If not selected, you must not be able to proceed to next screen.

5. The api doesn't contain price for any of the item. **You need to assign price for every weapon/gear**

You can assign price as follows

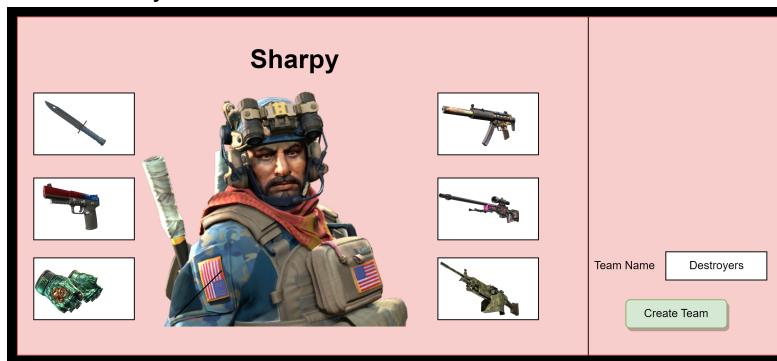
Item	Price Range
Pistols	\$200-\$700
SMGs	\$1000-\$1500
Rifles	\$1500-\$3500
Heavy	\$2500-\$4500
Knives	\$100-\$500
Gloves	\$100-\$500

Prices must be multiple of 50. For example, you cannot have price of 351, 1895 and so on



5. Character Overview (Screen #5)

1. Display the character along with all the selected weapons
2. Interacting(clicking/hovering) with the weapons/gears must show its details.
3. Assign a team name. The team name must be a single word of alphabetical characters(symbols/numbers are not allowed)



6. Team Overview (Screen #6)

1. You should randomly generate 3 team members with their own set of weapons and gears. Also randomly create name for the team members. You may use [Random User Generator API](#) to get names.
2. The rule of balance (balance should not exceed \$9000) should apply for the generated characters.
3. Display all the team members



Grading Scheme

S.No	Description	Marks
1	Screen 1	2
2	Screen 2	2
	Screen 3	
3	◆ Only one type of agents displayed(based on user selection)	3
	◆ If all agents are displayed	1
	Screen 4	
4	◆ Categorically list weapons and allow user to buy weapons upto the limit.	6
	◆ Categorically list weapons and allow to buy weapons more than limit	3
	Screen 5	
5	◆ Display character with all the weapons. Show details of each item on hover/click.	6
	◆ Display character and items without interactivity	3
	Screen 6	
6	◆ Display team members with all the weapons. Show details of each item on hover/click	6
	◆ Display team members and items without interactivity	3
7	Correct use of API calls and response including Object and Class Structure	2
8	Proper file structure	1
9	Reasonable effort was given to styling the UI	2
	Total (Sum of highest mark from each row)	30

Marks for each of the group members will be the same, irrespective of the efforts in completing the project

NOTE: In rows 3,4,5 and 6, you can receive only one set of marks depending on what you have implemented. For example, in row 3, if you display all the agents without considering the user selection in previous screen, you will be awarded only 1 mark. If you filtered the agents based on user selection and display only the selected team agents, you will get full marks for that row, that is 3.

Group Submission Due Date

1. Project can be done individually or in a group of two.
2. You can register for a group [here](#)
3. Deadline for submitting group is **Sunday, March 10, 2024 @ 11:59PM**
4. If you have not submitted your names for the group by the deadline, you will be doing the project individually.

File Structure and Submission Details

1. Create a folder that will serve as the "**parent**" folder for your project.
2. Create a "**js**" subfolder. Place all your JavaScript files here
3. Create a "**css**" subfolder. Place all your CSS files here
4. Create an "**assets**" subfolder. Add all your images here
5. Zip the parent folder. The zipped file must have all the group members name. For example, "**john_jane.zip**"
6. Submit the zipped file to "**Project**" submission dropbox before the deadline

Project Due Date

1. The deadline for the project is **Sunday, April 14, 2024 @ 11:59PM**

Late Submission and Penalty

Late Duration	Penalty
< 24 hrs	10%
> 24 hrs - 48 hrs	20%
> 48 hrs - 72 hrs	30%
> 72 hrs	No marks will be awarded

Academic Offence

1. No students should be sharing code. If found the project will be marked 0 and will be reported for academic offence
2. Code provided from invalid sources including but not limited to: past or other present students, directly from the internet, or anyone other than group members will result in 0 marks
3. See [Fanshawe Academic Integrity](#) for more details

Feeling Ambitious? Go for it! **Possible Bonus Marks.**

Bonus Marks: Maximum of 2 marks will be awarded for completing any of the following

1. Add backward navigation.
2. Create an opposition team. In a new screen, display your team and the opposition team.
3. Add additional features such as graffitis, music kits. Review the api documentation for more available items
4. ...

Think of ways to improve and implement what you can.