Assignment 1017

OK, it's time to write some user interface code. Resources to help you with this include many of the links listed on the course website, assorted samples from the *bazaar* repository, and the starter files produced in class that are pushed to your respective repositories.

Outcomes

This assignment will affect your proficiency measures for outcomes *3a*, *3c*, and *4a–4f*.

Background Reading

For this assignment, you will want to be acquainted with one or more of the web development resources listed in the course website, particularly the Mozilla Developer Network site, the specifications that can be found with the W3C, the jQuery website, and the Twitter Bootstrap documentation.

Web browser developer tools will also be quite useful, as would be *jsFiddle* when doing some experimentation or trying out new things.

For Submission

A Prototype Role-Playing Game Front End

The title pretty much says it: put together a front end for a hypothetical role-playing game. By "prototype," we mean that you are to focus on layout, navigation, and appearance only, with actual functionality remaining unimplemented or, at the most, limited to temporary mock data. Your front-end should demonstrate how a user would *reach* certain functionality, but that functionality would not actually be there in a final form (especially permanent saving of information).

Our hypothetical role-playing game shall have the following features:

- *Display a list of current characters*
- *Spawn a new character* at random, based on parameters supplied by the user
- *View a character:* At a minimum, a character will have basic attributes, a set of "skills," and an inventory of items

- *Modify a character:* A user may choose active skills for a character, and equip or drop items from that character's inventory
- *Delete a character:* Make sure the user does not delete one by accident!
- *Spawn a random item:* For testing purposes, you may assume the existence of an "item spawner" which will create items and random that then appear in a character's inventory—in the [hypothetical] real game, this functionality would be replaced by events like a character picking up, buying, or trading for items
- *Help screens:* Some degree of user assistance or help should be available; how these are reached and their specific content are part of the design work for this assignment

The focus of this assignment is *interaction*, and not *presentation*. In other words, don't worry about fancy graphics—we know that those require a different skill set. We are looking at user interface elements, layout, and behaviors. Solid colors and gradients are easy enough with the right CSS; if you need images, employ placeholders.

How to Turn it In

1. Commit your front end files under a directory called *rpg/* within your repository.

2. Publish the final version of your front end on the web sites that are available under your *my.cs.lmu.edu* account. If you don't have such an account yet, get one at *https://secure.cs.lmu.edu*. The URL of your front end should be:

    http://my.cs.lmu.edu/~username/cmsi370/rpg