205CDE – CourseWork 1 – Paper-Scissor-Rock

Due to CoronaVirus (Covid-19) development, phase test (30%) is cancelled and replaced with an **individual** web assignment. In this assignment, you are required to design a web site with the web technologies covered in the first 5 weeks of the term, including HTML, CSS and JavaScript. Detail of the assignment is discussed below.

Submission:
You should *zip your web files* and submit to canvas. Your zip file name should use the following format: *Surname-GivenName.zip*. No late submission will be accepted or marked. You are encouraged to ask questions regarding to this assignment during online lessons to clarify any questions.

You are also required to sign the declaration below and attach this signed document with the rest of the web files to zip file for submission.

Your assignment will not be marked without this signed declaration document.

Late Submission Policy: Coursework submitted after the due date will not be accepted and a zero mark will be awarded. Please refer to Student Handbook for full details on Late Submission Policy.
Declaration: I / We the undersigned confirm that I / We have read and agree to abide by the University regulations on plagiarism and cheating and Late Submission Policy. I / We confirm that this piece of work is my / our own. I / We consent to appropriate storage of our work for checking to ensure that there is no plagiarism / academic cheating.   Signatures:

DUE DATE: March 30th, 2020 11:59PM

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Paper-Scissor-Rock web assignment:

You are to design a website for to play Paper-Scissor-Rock game against the computer. The website includes an Introduction page about the game, how to play and what it responses; a Game page for the user to play.

You should design this web site using materials learned in the past 5 weeks including: 1) HTML, 2) CSS, and 3) JavaScript.

The web design should include (but not limited to) the following design features:
1. HTML5: head, nav, main, section, article, aside, footer
2. CSS: utilize all external (not third party css link is used, student should create his/her own .css file), internal and inline CSS
3. JavaScript: internal or external javascript coding is welcome, but students are not permitted to use jQuery or third party JavaScript files.
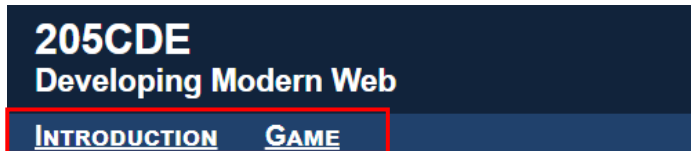
This web site should contain common sections throughout all the pages:
1. Banner displaying 205CDE Developing Modern Web
2. Navigation menu with 2 links: INTRODUCTION, GAME
3. Footer

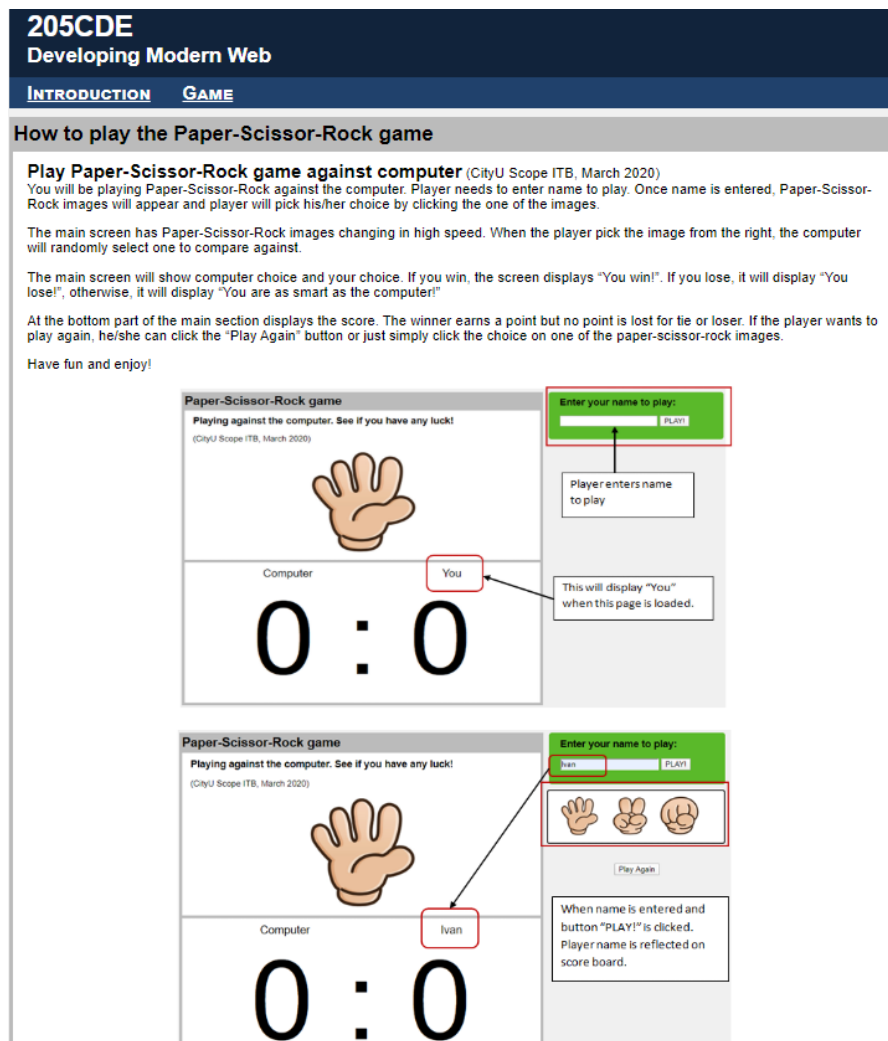# 205CDE – CourseWork 1 – Paper-Scissor-Rock

The links of pages for this web site are displayed on the navigation menu: Introduction and Game

Functions of web pages:

INTRODUCTION Page:

This page should include an introduction of this game, how to play and describe the web responses when events are triggers. For example, the paper-scissor-rock image will display when the "**PLAY!**" button is clicked. You can refer to the video about the content of the introduction content.
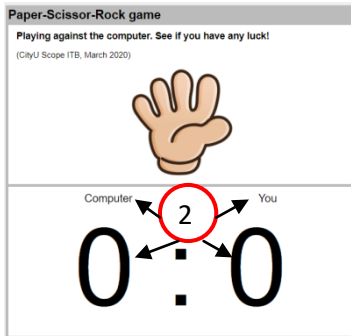
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GAME Page:

This is the core part of this assignment. The page is divided into different sections: Game section, Score section, Player name section.

When this page is first loaded, following will happen:

1. Images of paper, scissor, rock flash continuously in the Paper-Scissor-Rock game section.
2. Below images the score section shows initial score of "**0**" for computer and you. Also note that "Computer" and "You" are displayed when page first loaded.

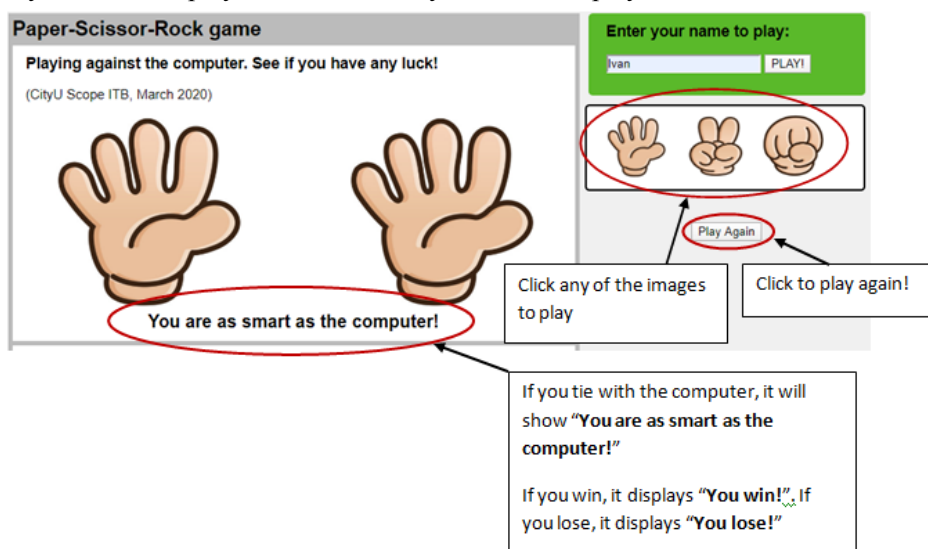3. Right side prompts player to enter name to play with **PLAY** button

When player fills in the name and click **PLAY** button:

1. Images of paper, scissor, rock _**appear below name section**_.
2. **Player's name** will also update **on the score section**
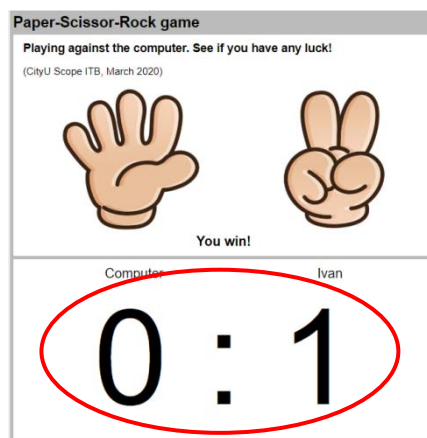
Player can select his/her choice by clicking one of the images to play. When one of the images is clicked, the computer will randomly select its choice and following will happen:

1. Both computer's and player's choices are displayed on the game section
2. At the bottom of game section displays a message based on the result:
   a. If you tie with the computer, it will show "**You are as smart as the computer!**"
   b. If you win, it displays "**You win!**". If you lose, it displays "**You lose!**"

3. Scores will also update based on the result.

If the user wants to play again, he/she can click the "Play Again" button followed by picking one of his/her choice. Scores will be updated based on the result.

A demo video of this web site has been uploaded to **canvas** to show how this website work, including the introduction page, game page and how the site should respond to players' action. Feel free to watch the video and asks questions via email or online zoom lessons.

Web Assignment Rubics:

	0-2	3-4	5-6
HTML (Max. 6 marks)	Shows no or minimal HTML. Incorrect or irrelevant use of HTML tags.	Application of HTML tags with appropriate level use. Proof of comments, indentation and some coding practice discussed in class.	Application of HTML in a professional manner. Comment code with indentation.

	0-3	4-6	7-9
CSS (Max. 9 marks)	Show no or minimal CSS. Wrong syntax or incorrect application of use.	Correct application of CSS with appropriate level. Apply external, internal and inline methods.	Application of CSS in a professional manner. Shows clear definition of styling and clean syntax structure.

	0-3	4-6	7-9	10-12	13-15
JavaScript Max. 15 marks)	Show no or minimal functions usage of JavaScript. Most functions don't work.	Some functions works properly. Show attempt of JavaScript coding but may not work properly.	Some errors implementing the JavaScript functions. Most functions work but programme can be run more efficiently with better code design.	Most functions work properly although coding may be redundant or not as structured. Codes may not be clean and functions may not run as efficient.	Application of JavaScript in professional coding practice. Functions work properly. Show clean function syntax.

Maximum points earned from web assignment:

HTML	**6 marks**
CSS	**9 marks**
JavaScript	**15 marks**
Total:	**30 marks**