COMP4021
Internet Computing

Course Project
Marking Scheme

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Marking Overview 1/2

- Game front page   **40%**
  - Game description and instructions   5%
  - Player registration   10%
  - Player sign-in   10%
  - Player pair up   15%
- Game play page   **95%**
  - Things in the game   40%
  - Players' interaction   20%
  - Game controls   10%
  - Game duration   10%
  - Cheat mode   15%

Marking Overview 2/2

- Game over page **30%**
  - Player statistics 10%
  - Player ranking 10%
  - Restart the game/ back to front page 10%
- Graphic and sounds **10%**
- Running the project **15%**
- Game quality **40%**
- Project video **20%**

Total score = 250%

Game Front Page

- Game description and instructions **5%**
  - The game description and instructions are clearly shown and written on the page

- Player registration **10%**
  - New players can register for a new account in the front page

- Player sign-in **10%**
  - Players can sign in the front page with an account

- Player pair up **15%**
  - Players can join a game with another player

Game Play Page 1/2

- ## Things in the game   **40%**
  - There are at least 4 types of 'things' in the game
  - For example, bullets in a shooting game or cards in a card game are considered one type of thing
  - Any collection of the same thing that is animated / can be interacted counts as one type of thing
  - Static objects / text do not count

- ## Players' interaction   **20%**
  - Some kind of players' interaction is shown in almost real-time
  - WebSocket is used for the real-time communication

Game Play Page 2/2

- Game controls **10%**
  - Some things can be controlled by either the mouse or keyboard

- Game duration **10%**
  - A normal game should not last more than 4 minutes

- Cheat mode **15%**
  - A key/button can be used to activate the cheat mode
  - The game can finish much quicker once the cheat mode is on (for example, unlimited bullets, click to kill enemies, ability to swap cards, etc.)

Game Over Page

- ## Player statistics   **10%**
  - Relevant statistics of the game play is shown for each player

- ## Player ranking   **10%**
  - Overall ranking of the players of some useful measures is shown

- ## Restart the game/ back to front page   **10%**
  - The game can be quickly restarted in this page
  - Or, the player can go back to the front page

Others 1/2

- Graphic and sounds   **10%**
  - Game play runs on SVG or canvas only
  - At least two types of sound effects are used during game play

- Running the project   **15%**
  - A single 'npm install' can install all package dependencies
  - A single line of instruction starts the server
  - The game is started using http://localhost:8000
  - You may put a README file if you want to make things super clear

Others 2/2

- Game quality   **40%**
  - This part is awarded based on the overall game quality in terms of creativity, completeness and playability
  - This is a general score given relative to the quality of work of the entire class

- Project video   **20%**
  - The project video lasts for at most 6 minutes
  - It clearly demonstrates all functionalities quickly
  - The majority of the video is around the game play

Submissions

- Deadline: **8pm, Wednesday, 11 May 2022**

- Project files
  - They includes:
    - HTML files, CSS files and JavaScript files
    - A package.json file
    - An optional README file
  - Put everything in a zip file called
    `<your group number>_project_files.zip`
  - Submit it through canvas

- Project video
  - A single MP4 video file called `<your group number>_project_video.mp4`
  - Submit it through canvas