Test Project

Web Technologies

Module G - Team Project

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Contents

Introduction to Test Project

The following is a list of sections or information that must be included in all Test Project proposals that are submitted to WorldSkills.

- Contents including list of all documents, drawings and photographs that make up the Test Project
- Introduction/overview
- Short description of project and tasks
- Instructions to the Competitor
- Equipment, machinery, installations and materials required to complete the Test Project
- Marking scheme (incl. assessment criteria)
- Other

Introduction

In this project, we are group into groups of 4-5 Competitors to build games for the newly debut game platform published by P-Media.

P-Media company is creating a game development context and call for developers to join. Each participanting team can build and submit their own designed HTML5 game and then present to everyone.

Description of project and tasks

A group of 4-5 competitors work as a team together. Your task is to come up with game ideas, developer game prototypes, including creating essential game graphics. Please separate the tasks among the team members and keep active interaction to show your teamwork.

The game should make use of the game platform API to submit game scores.

Please make sure you apply good time management in order to implement the minimal viable product of the game for submission.

API reference:

The message the game sends to the parent via `window.parent.postMessage(...)` looks like this:

```
{
   "event_type": "game_run_end",
   "score": 100
}
```

Instructions to the Competitor

- This Test Project assesses the work organization, presentation, and communication skill.
- Assessment is done during competition and presentation via observing.
- Internet and own equipment/laptops may be used during competition.

Marking Scheme

		WORK ORGANIZATION	COMMUNICATION AND PRESENTATION	TOTAL
G1	Team Work	2	1	3
	Total			3