Semester Project 2: Board Game

Goal

> ### INFO
>
> There are 4 pages to this brief. Please ensure you go through all of them.

To create a board game and show the skills you have learned from CSS Frameworks, JavaScript 2 and Design 2.

Brief

You will be building an online board game for Game of Thrones.
The board game will be made using HTML, CSS and JavaScript. You do not need to have seen or read Game of Thrones to be able to complete the assignment.

The board game will have three main pages:

The Character select page

The first page the user should arrive to is a page to select their character.
You can create an array of characters using data from this JSON file
https://github.com/joakimskoog/AnApiOfIceAndFire/blob/master/data/characters.json (keep the JSON file in your project and update and edit as needed)

Create 10 characters from Game of Thrones that the user can choose from. They should show up in cards displaying all relevant information about that character on this page.

The user should only be able to select two characters. Once the characters have been selected, the chosen characters should move to the board where they will be represented by a token or icon on the board.

This page should be responsive.

Level 1 Process

1. Set up a GitHub repository for the project. As you work remember to push your changes to GitHub.

2. Start by sketching out the 3 pages. Ask yourself questions like, "what information do I need where?" and "what parts need to able to move?"

3. Design the elements for the page. You will need to create a logo (you can choose the name for the game). You will also need to design a minimum of 5 icons. These can be the tokens or icons that will be used to play the game, in-game elements like the different houses (Lannister, Stark, Tyrell etc.) or navigation icons.

4. Take the sketches you've made and build the HTML and CSS for the three pages. Please do not use copyrighted images on your pages.

5. Make the pages interactive and complete the brief above.

6. Perform user-testing with the game to ensure you've ironed out all bugs and the design is intuitive for users to play.

7. Write a report about the project including:

   - A link to your GitHub repo

   - Design sketches

   - Icons you've designed for the game

   - A description of the visual choices for the design including things like: what fonts you've chosen and why, the sizes of elements, colour scheme, spacing, (modal windows if you use them), buttons, navigation or other design elements you used

   - A discussion of your work process including the user testing

   - Your reflections on the project

   - A list of references used on the project

   Your report must be 2000-5000 words. Please use the report template provided.

8. Ensure the latest version of the game is pushed to your GitHub repository before submitting the report. No late changes to your GitHub repo will be accepted.

Level 2 Process

In this process we would like you to challenge another player on your site. So, you will have two live players interacting with the game. You can read up on this library which should give you what you are looking for. Remember the game will need to cater for two players. One player one is rolling the dice player 2 should not be able to do anything and vice versa.

https://socket.io/docs/. Read the documentation for socket.io thoroughly.

Please note, the level 2 is optional.

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Marking Criteria

- Can explain his/her own vocational choices for tools, methods and techniques for planning, developing and design of digital solutions.

- Can explain his/her choice of relevant regulations and guidelines for universal design of digital solutions

- Can find and refer to information related to project work and assess its relevanceto the project

Submission

Submit a PDF of your report with a link to your GitHub repository. Remember to use the report template provided.