

**Rubric: Goal4: Assignment: The Duel - Part3****Programming for Web Applications 1****Percentage of Total Grade: 1%****Bare Minimum Requirements**

*These requirements must be satisfied before any points are awarded. Failing to meet these requirements will result in a zero (0) grade.*

1. You will submit your completed project via GIT.
2. You will need to ensure you have at least 6 reasonable commits.

<i>Item</i>	<i>DESCRIPTION</i>	<i>Points</i>
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**PWA1: Requirements**

<b>Object Creation</b>	Using the fighter information from duel2, create an array of two objects with three keys per object (name, damage, health)	10
<b>Fight Function</b>	Modify the code from duel2 to reflect using the new objects. NO loop is to be used for this assignment. Since the button click will be the items that triggers the next round.	25
<b>No Alerts</b>	All alerts from duel2 must be removed from your file	5
<b>Display Data in HTML</b>	Use JavaScript's innerHTML property to change the text in the HTML. Display the information dynamically in the HTML (fighter's name and health at the top, current round number above the button)	25
<b>Button Click</b>	When the button is clicked (advance the round by one, the modified fight() function is called)	10
<b>Game Over Items</b>	Disable the button when the game is over. Display the appropriate "game over message" at the top. The message should be one of the following: "Fighter 1 wins", "Fighter 2 wins", "Both Fighters Die". Make sure the actual name of the fighter is shown not fighter1 or fighter2.	25

**DEDUCTIONS**

<b>Functionality</b>	5 points are deducted for each occurrence of broken functionality or errors that may or may not be covered in this rubric. Also a deduction is issued for improper uploading and omissions from the criteria list	-5
<b>Instructions</b>	5 points are deducted for each occurrence where the instruction(s) were not followed.	-5
<b>Comments</b>	5 points are deducted for code not properly commented	-5

	Your course Professionalism grade is affected by your Investment grade.				