

Rubric: Goal2: Assignment: The Duel - Part2**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 3 reasonable commits.

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

Player names	Two player names are accurately displayed and formatted in the alert box. Must use an array with index number to display the correct player's name.	10
Round number	Round number is accurately displayed and formatted in alert box	10
Player health	Must use an array with index number to display the correct Player's health in the alert box.	15
Random number	Must use an array with index number for the correct user's damage number which you will then use to generate the random number.	5
Array	An array for each fighter containing fighter's name, damage, and health is created. ex: <code>var fighter1 = ["batman", 20, 100];</code>	25
Access Data	Using array access notation to access the fighter's data	25
Code form	The two required functions, <code>fight()</code> and <code>winnerCheck()</code> (from Duel1), are employed effectively.	10

DEDUCTIONS

Functionality	5 points will be 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
Instructions	5 points will be deducted for each occurrence where the instruction(s) were not followed.	-5
Comments	5 points will be deducted for code not properly commented	-5

Your course Professionalism grade is affected by your Investment grade.

