# Rubric: Goal4 Assignment: Guessing Game

## 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.

| Item | DESCRIPTION | Points |
|---|---|---|
| **PWA1: Requirements** | | |
| Click event | Create an Event Listener on the guess button to listen for a click event. The guess button function, calls another function, to check if the data entered by the user is valid (this is graded below in Validate users input). | 10 |
| Random number | Create a random number between 1 & 10 is generated, and stored in a variable to be used in the "Correct guess" and the "Incorrect guess" items below. | 10 |
| Validate users input | A function is created to validate the users input:<br>- validate that a number was entered. AND<br>- validate that the number entered is between 1 and 10 | 20 |
| Correct guess | Game ends correctly when you guess the computer's number (so the random number and the student's number matches):<br>- display the appropriate successful message<br>- deactivate the button by removing the event listener when the game is over (this is graded in "Remove event" below | 20 |
| Incorrect guess | A function is created to check if the student's answer is higher or lower and displays the appropriate message. The user then has to enter another guess (only allow 3 guesses) | 15 |
| Remove event | Once game is over, the button is disabled | 10 |
| Guess count | User is only allowed 3 attempts to guess correctly | 15 |
| EXTRA CREDIT: Keyboard event | A keyboard event for the ENTER button that also acts like clicking on the guess button. Keyboard Event functions correctly | 10 |
| **DEDUCTIONS** | | |
| Functionality | 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 |

| | Instructions | 5 points are deducted for each occurrence where the instruction(s) were not followed. | -5 | |
|---|---|---|---|---|
| | Comments | 5 points are deducted for code not properly commented | -5 | |
| | Your course Professionalism grade is affected by your Investment grade. | | | |
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