CTVA 468: Fall 2014  
**Final Project**

**Directions**

1. Design and develop an interactive web-based project using HTML, CSS, JavaScript, and, if helpful, jQuery. The project should use concepts learned in class but also go beyond these concepts when necessary to achieve the unique, desired result.
2. The code you write should be written from scratch. Beyond just looking up how to complete small tasks with JavaScript, you should not be copying or linking to anybody else’s code. The use of jQuery is an exception to this rule. If you use a small piece of code, add a comment linking to the URL. If you are unsure as to whether or not you may use code, ask me! **Do not use code that you do not understand.**

Projects that plagiarize significant portions of code will not be graded.

1. You may not use copyrighted assets (images/animation/sound) in your project without permission. Creating your own assets is encouraged. If you do get assets from the web, include in the space provided under the grading rubric a link to the asset and evidence that you have permission to use it (such as a link to the terms of use). List the assets you created/own using a descriptive title for each.   
    Projects that use images, audio, video, animations, etc. without permission will not be graded.
2. The project must be uploaded to the Webdrive (or another web server).   
   Projects that are not live on the web will not be graded.  
   Paste a link to the project in the space provided under the grading rubric.
3. Clearly describe all work you did in creating your project, and all contributions by others, in the space provided below the grading rubric.
4. Complete the Self-Evaluation of the Grading Rubric below and save it in the same folder with your project files.
5. Zip up the folder containing you project files (including the rubric), and submit the single zip file on Moodle by the due date.

**Grading Rubric**

|  |  |  |  |
| --- | --- | --- | --- |
| Instructor Evaluation | Self Evaluation | Points Possible | Expectations |
|  |  | 3 | Give or decline permission for all three of the following:  1. I **grant** Professor Enfield permission to share the link to my game/app with the class.  Answer **YES** or **NO** here: **\_\_\_\_\_\_\_**  2. I **grant** Professor Enfield permission to add my game/app to the course eText as an example of student work.  Answer **YES** or **NO** here: **\_\_\_\_\_\_\_**  3. I would like my project to be considered for the 2015 Multimedia Showcase.  Answer **YES** or **NO** here: **\_\_\_\_\_\_\_** |
|  |  | 15 | **Creativity and Originality:**  The project is uniquely creative. Nothing else like it exists or, if something like it does exist, your project has a unique twist. |
|  |  | 12 | **Visual Appealing:**  The color scheme, layout, fonts, and images are cohesive and visually appealing. |
|  |  | 10 | **Interactivity:**  The project involves interactive elements that cannot be easily accomplished with HTML and CSS alone. It is clear that the project is more than a website and more than a set of content accessible through buttons/links. |
|  |  | 10 | **Re-playability, re-usability:**  The project is designed to be different every time it is used. There is an element of randomness, a variety of possible outcomes or uses, or a repetitious need for using what you created. |
|  |  | 12 | **Code:**  The code solutions are elegant (written concisely and as simply as possible). The code is easily readable (indented well and commented where necessary). The code works as intended and has no syntax/logic errors. |
|  |  | 16 | **Usability:**  The site is easy to understand, read, and navigate. The purpose and functionality is clear. |
|  |  | 10 | **Audio:**  Sound effects and/or background music are used in a way that enhances the project. |
|  |  | 10 | **Portfolio Ready:**  The project you created is sufficient for a portfolio. It has a professional level quality and demonstrates a strong creative ability. |
|  |  | 2 | **Self-Evaluation Completed:**  Score yourself on each category in the grading rubric in the self-evaluation column. **Enter the sum (total) of your scores into the last row.** Leave the column for instructor evaluation blank. |
|  |  | **100** | **TOTAL** |

**<<< PLACE LINK TO YOUR PROJECT HERE >>>**

**--- MORE ON NEXT PAGE ---**

**<<< ADD INFORMATION FOR ASSETS USED HERE >>>  
\* Assets include** images, sprites, 3d models, audio files, JavaScript libraries, etc.

Assets I created/own:

Assets I do not own, but have permission to use:

**<<< DESCRIBE THE WORK YOU DID >>>**

I did…

**<<< DESCRIBE THE CONTRIBUTIONS BY OTHERS HERE>>>**

Person A did..

Person B did..