

Assessment Guidelines

1. Choose and Develop One Project

You must choose **only one** of the three provided p5.js templates as your project foundation:

- **Data Visualisation App** – displays data as dynamic graphs or visual patterns.
- **Music Visualisation App** – reacts to audio input with animated visuals.
- **Drawing App** – lets users sketch interactively on a canvas.

Each focus on a different creative area: **data**, **sound**, or **interaction**. Your task is to develop and expand the single template you choose, using only the p5.js library.

You must **build upon the existing code of your chosen template**, not start from scratch or replace it, and use **only the p5.js library**.

Your project should clearly show how you've enhanced or extended the provided template while keeping its original structure intact.

Enhancement means improving what's already there, for example, refining visuals, adding controls, or writing additional methods in existing constructor functions to extend their behaviour.

Extension means adding new, original features such as new tools, or visual effects that complement the template's core design.

2. Keep the Original Template Structure

You must **not replace** the provided template using a different approach or framework.

Your work should **keep the core structure and functionality of the original project intact**, showing clear continuity with the provided code.

You are expected to **build on top of the existing logic**, for example, by adding new methods, features, or interactions rather than discarding or recreating the entire application from scratch.

Starting from scratch, discarding the template, or recreating it in a new style or framework will result in a **penalty or possible failure (0 marks)**.

All new features should be **integrated into the existing codebase**, not replace it.

3. Use Only p5.js

Your project must be built with **p5.js**. No external frameworks, libraries, or build tools are allowed.

The following are **strictly prohibited**:

Node.js, React.js, Chart.js, D3.js, TypeScript, Webpack, npm packages, bundle.js, or any **charting, music, or drawing libraries**.

All functionalities must be coded directly in **p5.js** using MS VS code editor. Using other tools will result in a **penalty or possible failure (0 marks)**.

4. No Cloud-Hosted Submissions

Only files submitted directly through the Coursera submission links will be accepted.

Online links or cloud-hosted materials will be ignored or marked invalid.

Do not upload or link to external resources hosted on cloud platforms such as Google Drive, OneDrive, Dropbox, or GitHub.

5. Clearly Label Your Own Code

You must clearly mark all sections of code that you have written yourself.

Use comments to show exactly where your own additions begin and end in the template code, for example:

```
/* Start of my own code */
```

```
// your code here
```

```
/* End of my own code */
```

These markers help assessors see which parts of the project you created or modified.

All code outside these markers should remain part of the original provided template.

6. External API calls are not allowed; everything must run locally.

Your application must be fully functional when run on a local server without internet access. No external API calls are allowed. All assets, data, and functionality must be self-contained within the project.