Continuous Assessment - 2 for Front-end Web development

What are you expected to do? Build your own game using vanilla HTML, CSS & JavaScript

Duration of the task: 48 hours (will be given in the schedule)

Submission deadline: 9th september, 03:30 pm

Description: You are required to build your own web game using vanilla HTML, CSS & JavaScript.

Mandatory Features of the game
1. The game should be designed and built for laptop and mobile view.
2. Score for the game should be calculated and shown to the player. (using JavaScript Storage)
3. The game over screen should display specific phrases for winning and losing, to bring in more variety, you can have multiple phrases for the winning and for losing. (use arrays to store these phrases and use random number function to randomly display the phrase)
4. Game should ask for the player's name and their nickname during the start of the game. (use JavaScript Objects to store the same)
5. Game should have background music and sound effects.
6. Game should have an instruction section where the player can read and understand the rules of the game.

Dos:
1. You can google if you need support to recall the syntax.
2. You can work on the project even outside the class hours.
3. You can get inspiration from games, if you are doing so the same should be called out by attributing the same (give credits to the project/person from where it is inspired) in the project's ReadMe file as well as in the code files (as comments).

Don'ts:
1. You are not allowed to copy and paste the codes from the internet. (Plagiarism is strictly prohibited)
2. You are not allowed to collaborate with your classmates.

Milestone for the project
- **Milestone 1:** Finalise game idea, game name, game play, screens (Present it to the mentors on 04-09-2023) [Sample](#) format for presentation.
- Presentation Submission [form](#)

- **Milestone 2:** Hi-fidelity wireframes (Only submission needed on 05-09-2023)
  Figma link can be shared
- Milestone 2 Submission [form](#)

- **Milestone 3:** HTML, CSS part standalone (Only submission needed on 06-09-2023)
- Milestone 3 [submission form](#)

- **Milestone 4:** Integrate JS part implementing the game logic and present for feedback (Present it to the mentors and viva voice on 08-09-2023)
- Milestone 4 submission form

- **Milestone 5:** Testing and Bug fixing (09-09-2023)

How to submit your deliverable?

After completion of your project, the files should be compressed as a zip file, and the same should be uploaded in this form.

How will your CA-2 be evaluated?

Your CA-2 score for this course will be based on the following three parameters and their weightage.

Parameter	Weightage
Completion % on assignments	30%
Project score	70%

Here's how the Project score will be arrived at.

Project Score Parameter	Weightage for Project Score
Successfully implementing the mandatory concepts in the game and building the game that is functional.	60%
Writing clean code with proper naming	10%

conventions and comments	
Code optimization (Optimising the style sheet code and JavaScript code)	10%
Viva	20%

Here are some useful resources for you

You can find free icons in flaticons.com

You can find free images in unsplash.com

Article on What Makes a Good Video Game? 4 Key Elements