

Assignment 1 (COMP3421 Fall 2015)

The assignment has 2 questions and is due Oct 11, 2014 at 11:55pm. All submissions should be done via BB.

The assignment is to develop 2 games using HTML, CSS and Javascript. You are free to implement the UI of the games in English or Chinese (Traditional/Simplified). All the files created for the questions should be stored in a single zip file (with file name *chan_tai_man*Asg1.zip, substitute *chan_tai_man* by your full name) and submitted through BB before the deadline. Assessment criteria will be based on the correctness of the games, appropriate consideration of the players, and techniques applied.

Question 1 (Luzhanqi, 45 marks)

Luzhanqi (Chinese: 陆战棋, “Land Battle Chess”) is a two-player Chinese board game (demo video at <https://www.youtube.com/watch?v=zUhfxclysZU>). It is a non-perfect abstract strategy game of partial information, since each player has only limited knowledge concerning the disposition of the opposing pieces. A reference can be found at <https://en.wikipedia.org/wiki/Luzhanqi>. You are asked to implement this game for 2 players with the following requirements:

- Include a README page to describe the rules of the game which you decide to adopt.
- One player of the game is your program. You may choose not to include any intelligence or heuristics in the program for the winning of the game.
- A user starts the game by clicking a START button and quit the game by clicking the STOP button.
- For each step/move, there is a time limit which a user can set.

Question 2 (Gemz, 45 marks)

You are asked to implement the Gemz game (demo video at <https://www.youtube.com/watch?v=DuhPvXbu5ZU>) with the following additional requirements:

- Include a README page to describe the final set of rules of the game.
- The game board can have 2 different sizes. It can have 10 x 25 (regular) and 20 x 40 (large). A user should have an option to determine the size.
- The game stops if the maximum time exceeds or the user chooses to reset the game.
- There should be at least 5 levels with different time limit settings.

Question 3 (Peer Questioning, 10 marks)

In this question, we would like to get your help in creating multiple choice questions for other fellow students. We will use PeerWise to support the operations of this question.

- Design and develop 3 multiple choice questions on the topics of client/server model, HTML, CSS or Javascript.
- Each question should have 4 possible answers and you need to provide the correct. For each question, assign a difficulty level (hard, moderate and easy). The 3 questions you develop should be of 3 different levels. Also, every question should be distinct and no copying from others.
- Answer 2 questions from your peers. Provide the answer, the reason of selecting this answer and rate the difficult level of the question also.

Take a look at <http://cft.vanderbilt.edu/guides-sub-pages/writing-good-multiple-choice-test-questions/> for some ideas/suggestions in writing good MC questions.