

Group Project (25%)

Creating your own Jeopardy!

You'll be working with your partner to create a Jeopardy! style game. It does not have to be exact of course, but I expect the board to be able to behave in a way that can be used as a game between two people sitting beside each other.

You'll be using jservice.io API
<https://jservice.io/>

General expectations:

- User should be able to load the screen and have 3-5 questions per category
- When a user clicks on a tile, it should change to appear “highlighted” and it should display a question
- When the user clicks on a tile, it should **not show the answer right away**. Give the user a chance to answer the question *before* seeing it in whichever method you'd like
- There should be a “reset” button to reset the board
- Some of the data from this API has empty values – be sure to skip these when storing values!
- Display the [Jeopardy! logo](#) somewhere on the page (you may use a different logo if you wish)
 - **Display this from your assets folder not using the URL**

Folder Structure

1. Create a folder that will serve as the “**parent**” folder for your project
2. Create a “**js**” subfolder
3. Create an “**assets**” subfolder
4. Add the provided starter “**index.html**” to your “**parent**” or *root* folder
5. Create a JavaScript file inside of your “**js**” subfolder – this file should have both of your names in the file name in some way – for example “**john_jane.js**”

Marking Rubric

	Grade Item	Points
1	Elements were added to the HTML from the JavaScript file	10
2	When interacted with, tiles display questions. Answers are initially hidden	10
3	Correct use of API calls and response including Object and Class structure	5
4	Folder structure is setup as described above	2.5
5	Reasonable effort was given to styling and colour	2.5
Code provided from invalid sources including but not limited to: past or other present students, directly from the internet, or anyone other than group members See Fanshawe Academic Integrity		-100%
Total		30

Due Date:

- **Partners are due by June 30th at 11:59PM**
 - I will automatically assign anybody who did not submit a partner after this
- Project is due Sunday 11:59pm on **July 30th**

Submission

- **Submit a ZIP of your entire folder structure**
- Everything I need to run your game should be available in this ZIP
- Submit using your group submission

Help with game rules

Make sure you utilize jservice.io's documentation as it has a lot of detail about how the data comes down and how to use it

The board structure should look similar to the below images (feel free to theme it however)

THE I.T. GUY	PUBLISHED FIRST	STATE OF EMERGENCY	TV	A BILL IN CONGRESS	"UN" ENDING
\$200	\$200	\$200	\$200	\$200	\$200
\$400	\$400	\$400	\$400	\$400	\$400
\$600	\$600	\$600	\$600	\$600	\$600
\$800	\$800	\$800	\$800	\$800	\$800
\$1000	\$1000	\$1000	\$1000	\$1000	\$1000

CATEGORY 1	CATEGORY 2	CATEGORY 3	CATEGORY 4	CATEGORY 5	CATEGORY 6
\$100	\$100	\$100	\$100	\$100	\$100
\$200	\$200	\$200	\$200	\$200	\$200
\$300	\$300	\$300	\$300	\$300	\$300
\$400	\$400	\$400	\$400	\$400	\$400
\$500	\$500	\$500	\$500	\$500	\$500

You will not be marked for the following... If you'd like to try though, go for it!

1. Implementing Players or Player Name
2. Awarding points when correct
3. Announcing winners
4. Providing a way to "Finishing" the game (Reset button is sufficient)
5. Correctly matching classic Jeopardy! game rules