# 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 <a href="https://jservice.io/">https://jservice.io/</a>

## **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 <a href="Jeopardy! logo">Jeopardy! logo</a> somewhere on the page (you may use a different logo if you wish)
  - o 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		

## **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 30<sup>th</sup>

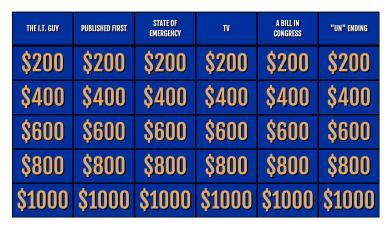
## **Submission**

- 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)





## 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