<p align="center">Project 2 – php-HTML-CSS
CSC 4370/6370 WEB PROGRAMMING
Fall 2023
Due date: 11/14/2023 @11:59 pm
for (all groups)</p>

Overview

All groups have been assigned. Please refer to See – I-college or Discord for any new additions.

This presents an excellent chance to enhance your teamwork skills, a highly sought-after quality in the professional realm. (Read Becoming a Successful Team Member.)

The project will entail delivering 15 to 20 minute presentations (approximately) on course-related materials or topics. Each group will have the liberty to select a topic of interest, allowing creativity to flourish and showcasing your efforts to the class. While the project doesn't need to be overly complex, a demonstration of exceptional logic is essential. I encourage everyone to explore their creativity and enjoy the process.

1st group meeting Agenda

1. **I encourage you to remain with your current team, allowing for partial changes if necessary.**
2. Designate a leader within your team who will serve as the main point of contact with the instructor.
3. Engage in a brainstorming session to generate and share ideas collectively.
4. Strategize and outline how your team will collaborate and communicate effectively throughout the project.
5. Select an individual responsible for integrating the various parts completed by team members into a cohesive whole.
6. Define and agree upon the specific responsibilities for each team member to ensure a clear distribution of tasks. For instance, determining who will handle which aspects of the project.

Requirements for Front-End PHP Design Using HTML and CSS

The objective is to enhance your CSS and PHP skill set within all PHP assignments and Project 1, employing CSS for the front-end design.

Please note, JavaScript is not permitted in any form, and projects related to e-commerce websites are not allowed. No mean NOOOOOOOOOO

Here are the key directives for your project:

Suggestions for development and presentation
Team Coordination: Choose one team member as the leader responsible for coordinating the project and reporting to the instructor.

Presentation: Each team must prepare a presentation lasting 15 - 20 minutes. At the beginning of the presentation, the leader should present in the PowerPoint slides and the txt document that will list the url codd link along with the list of details below.

- o Leader's Name
- o Project Name
- o Description: A one-sentence summary of your project
- o Please select a project from the TOPICS provided
- o All team members (last and first names) and their respective project responsibilities.

Project Submission:
It is strongly (required) that, before the presentations, each team member copies the project files to the CODD server.

Create a folder containing all project files and place the code on GitHub. Ensure all the code work, from inception to completion, is uploaded on GitHub. Please note that we may randomly check GitHub at any time to review the work and any communication related to each assigned project.

Note: Your project should focus on HTML, CSS for front-end design, and PHP without the use of JavaScript or e-commerce-related concepts.

Should you have any questions or need further clarification, feel free to ask for assistance.

Feel free to structure your team in any way that suits your project's needs. One approach could involve roles like user, designer, coder/programmer, and tester. Alternatively, you might consider a setup with an architect/chief programmer overseeing a team of programmers, each dedicated to a specific part of the program.

The presentation format should be as follows:

PowerPoint Slide Show:
Use this to introduce the problem, outline the team structure, and discuss the project's objectives and challenges.

Demo Run of the Program:
Showcase the program in action. Provide a live demonstration to illustrate its functionality and how it addresses the identified problem.

Display and Explanation of Source Code via Slides:
Share the source code via slides to delve into the technical aspects of the program. Explain the key sections, methodologies, and any innovative or crucial parts of the codebase.
Remember, the goal is to present a comprehensive overview of the project, from the initial problem through the practical demonstration of the solution, and finally, a detailed exploration of the underlying code. This structure will help your audience understand the problem-solving process and the technical implementation of your project.

1. **A Mystery Board for example :**
"Cryptic Quest" is an interactive mystery board game that challenges players to solve a series of mysteries using clues and logic. The game comprises different levels of difficulty, allowing users to select their preferred challenge. Each level presents a unique mystery, and the players must gather clues, analyze information, and make deductions to progress. The advanced levels would require intricate logical reasoning and detective work. The mysteries could vary from thefts to murder cases, with escalating complexity in each level. Players are encouraged to think critically, solve puzzles, and draw conclusions to uncover the truth.

2. **Popular game show:** You must choose from these popular game shows include
   - **"Who Wants to Be a Millionaire,"**
   - **"Deal or No Deal with the Banker,"**
   - **"Wheel of Fortune,"**
   - **"Jeopardy."**

3. **Adventures of the Dice:** (Select any of the 2 options) Create a digital board game inspired by a popular dice game such as "**Snakes and Ladders" or "Chutes and Ladders**." The game will have multiple levels of difficulty, ranging from simple to challenging, to cater to players of different skill levels. The objective is to offer an engaging gaming experience for users.

4. **Hangman Game:** Develop a classic 6 level hangman game with 3 levels of difficulty where users guess a word and are allowed a limited number of incorrect guesses before losing. Apply PHP to manage word selection, track user guesses, and handle the game's logic while HTML/CSS creates the visual interface.

5. **Role-Playing Game:** Create a text-based role-playing game where players make choices that affect the story's outcome. PHP can manage the game's branching narrative, HTML/CSS for text display and choices. HTML/CSS will be used for rendering the game interface, displaying character stats, and the game world.

6. **Interactive Simulation Game:** Develop a simulation game, like a city builder or a virtual pet game.

(Be creative and please make it solvable) Do not create any Card Games

Requirements for this project- grading caritas
1. **cookies/sessions to display a temp leader board for users**
2. **Form processing**
3. **Logins-- for registration and users**
4. **Implementation of logic used**

Required Key for the design see the following: >> Scrum methodology

To effectively execute the project, please adhere to the following guidelines within the Scrum methodology:

Brief Assessment of Scrum Benefits: Each team member **MUST** Submit a 1-ppt slide providing an assessment of how the Scrum framework has positively influenced your project.

Note:
- All team members act as designers collaborating with users to establish program requirements.
- Produce a user interface sketch.
- Develop the program design, specifying classes, fields, methods, objects, etc. Provide pseudo code for all methods.
- All team members are responsible for creating the interface and writing code.
- All team members participate as testers, creating a test plan that includes procedures, test data, bug tracking and reporting methods, and bug priority assignments. They might also assist in bug fixes.
- All team members must assemble the PowerPoint slide show, integrating inputs from the entire team.

Planning and Communication:
- Determine a schedule, estimating hours for each project phase.
- Define communication and coordination protocols (when, where, and how).
- Utilize available class time for teamwork, with support from me as needed. Effective communication via email is encouraged.

Decide the responsibilities for each team member. e.g. (To do list) - Team Roles and Responsibilities:
Designers (All Members)
a) Collaborate with the User to define program requirements.
b) Create user interface sketches.
c) Design the program, outlining classes, fields, methods, objects, etc.
d) Develop pseudocode for all methods.

Programmers (All Members)
a) Implement the program by writing code for all components.

Testers (All Members)
b) If applicable, formulate a comprehensive test plan.
c) Include test procedures, test data, bug tracking, and reporting methods.
d) Prioritize identified bugs.
e) May assist in bug fixing.
f) Compile information from team members for the PowerPoint presentation.

Scrum Methodology **(Required)**
a) Implement the Kanban methodology, conducting daily Kanban meetings.
b) Concentrate on specific work areas.
c) Provide a detailed summary of how the Kanban methodology was applied and its benefits. Include this information in the PowerPoint presentation with a labeled section on the advantages of the Kanban methodology.

Graduate Students
a) **Must** introduce creative extra features or unique concepts into the project you MUST NOTE in your presentation.

Project Planning
b) Collaboratively establish a project schedule.
c) Estimate hours required for each project phase.
d) Determine communication methods, timing, and locations for coordination.
e) Utilize Discord as a primary communication platform for all team members.

Throughout the course, guidance and support will be available, including dedicated class time. Feel free to reach out for assistance, and utilize Discord as a means of communication and collaboration.

Presentation Day Requirements - Summary

    a)   Prepare a PowerPoint Presentation 15- 20 Minutes - Please refer to the specified requirements below.

    b)   Utilize conference call recording software like Zoom, WebEx, or Microsoft Teams to deliver your presentation.

    c)   Establish a YouTube channel and post your video following the provided guidelines - Refer below for specific instructions.

    d)   Obtain the video link source and submit it to the designated Dropbox location listed on i-College.

PowerPoint slide show should include the following:

- ✓ User - statement of problem, and general requirements (inputs, outputs, etc.)
- ✓ Design - Overview of solution, key design features, Php concepts, user interface, UML class diagrams, pseudo code using Transforms, Transitions, & Animation.
- ✓ Testing - (if applicable) how tested (e.g., test plan, data used, tracking and reporting bugs, bugs fixed/not fixed, etc.)

         - ✓ **Give your Group a Team Name that's tied to Web Technologies Development Project.**
         - ✓ You will choose the presenters in order. **All members must be involved in the presentation.** Interchange - One person will do the slide show, and a second team member will demo the or each team member may wish to present his own work.
         - ✓ Please use PowerPoint to present be sure to insert your code snippets with slides.

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About the YouTube Channel

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Create a YouTube channel this will be used to a presentation your work

Title Video: i.e. "Name of the task CSS Project 02_TeamName "

- ✓ **This video should range from 15 - 20 minutes.**
- ✓ **Every team member must participate in this video and must cover a key feature.**
- ✓ **Create a channel at YouTube and name it as your group name**

List of links to use and determine your recording presentation software

    1.   [Zoom](#)
    2.   [Microsoft Teams](#)
    3.   [WebEx](#)
    4.   [Additional Software you can consider](#)
    5.   **Discord**

How to create a YouTube channel? Let's start with the basics

1. Sign into YouTube and click on the user icon at the top right of the screen.

2. Click on the gear icon to get to your account's YouTube Settings.

3. Click on Create a new channel.

4. Then choose "Use a business or other name"

5. Add your Brand name and click create.

      - ✓ Once ready, upload the video to your channel.
      - ✓ Include the link to this channel with your submission and you will
      - ✓ Incorporate the video for the core of your PowerPoint presentation.
      - ✓ Use this channel for uploading future videos.

Grading Criteria

Please see the link to be clear on what you will be graded on.

Your grade will be determined by the following criteria:

- Effective application of the "state of being."
- Presence of a title
- Correct HTML/CSS – <mark>Use of Transforms, Transitions, Animation (required)</mark>
- Aesthetic choices:
    - Font choice
    - Color choice
    - A clear focal point.
- Creation of a reasonably complex layout (multiple divisions/content areas), although there may be exceptions to this expectation.
- <mark>Creativity</mark>
- An appropriate design for the selected "Topic"
- Consistent design for the entire site (implementing the use of Transforms, Transitions and Animations)
- Easy-to-use and logical navigation
- Application of good design principles
- Effective use of images, color, and typefaces
- <mark>"Everything working"</mark>

If you fulfill the specified requirements (please refer to the Requirements section above), you will be awarded full credit. To receive credit, your team must adhere to the designated submission guidelines for both the paper and presentations. Merely submitting the files to iCollege will not be considered adequate. It is imperative that you also upload the project to the CODD server, and all team members must ensure their projects are posted on Dropbox. Additionally, it is advisable for all members to share the Dropbox links to ensure accurate grading and reporting of your grades.