Criteria

Technical Requirements - MVP
If more than two items are marked "no" in this section, this section will be considered a failure. If two or fewer items are marked "no", it is considered passed. Your game must fulfill the requirements listed below.

1.1	Render the game in the browser using the DOM manipulation techniques demonstrated in lecture (refer to rock-paper-scissors)
1.2	Include win/loss logic and render win/loss messages in HTML. The game you chose must have a win/lose condition.
1.3	Include separate HTML, CSS, JavaScript, and JavaScript data files organized in an appropriate file structure.
1.4	Include all required features specific to your game as defined in the **Required** Features column in the table in the **Recommended** games document, or as discussed with your instructor if doing a custom game.
1.5	(Optional) The game is deployed online so the rest of the world can play it.

Code Convention Requirements
If more than two items are marked "no" in this section, this section will be considered a failure. If two or fewer items are marked "no", it is considered passed. Your game must fulfill the requirements listed below.

2.1	The game can be played without encountering errors. No errors may be present in the console in the browser.
2.2	The code in the app adheres to coding conventions covered in lessons, like using plural names for arrays.
2.3	There is no remaining dead and/or commented out code or console logs outside of a commented out Code Graveyard section of your code.
2.4	The game may not utilize the `prompt()` or `alert()` methods.
2.5	The game is coded using proper indentation.

Code Understanding Requirements
If any item is marked "no" in this section, this section will be considered a failure. The presenter must fulfill the requirements listed below.

2.6	Adequately provide an understanding of project code, e.g. why they used a certain package, why they wrote the codes a certain way and not another.
2.7	Adequately explain project code when asked questions during the soft launch/check-in, pre and post presentation. Questions can include how the code works, why are you using a particular method or variable, what would happen if something is removed.

UI/UX Requirements
If more than two items are marked "no" in this section, this section will be considered a failure. If two or fewer items are marked "no", it is considered passed. Your game must fulfill the requirements listed below.

3.1	CSS Flexbox and/or Grid and/or CSS framework is used for page layout design.
3.2	Instructions about how to play the game are included in your app.
3.3	Colors used on the site have appropriate contrast that meet the WCAG 2.0 level AA standard.
3.4	All images on the site have alt text.
3.5	No text is placed on top of an image in a way that makes that text inaccessible.

Git and GitHub Requirements
If any item is marked "no" in this section, this section will be considered a failure. Your interactions with Git and GitHub must fulfill the below requirements.

4.1	You are shown as the only contributor to the project on GitHub.
4.2	The GitHub repository used for the project is named appropriately. For example, names like connect-four or adventure-game are appropriate names, whereas game-project or ga-project are not. The repo must be publicly accessible.
4.3	Frequent commits dating back to the very beginning of the project. If you start over with a new repo, do not delete the old one.
4.4	Commit messages should be descriptive of the work done in the commit.

README Requirements
If more than two items are marked "no" in this section, this section will be considered a failure. If two or fewer items are marked "no", it is considered passed. Your README must contain the items or sections below.

5.1	Screenshot/Logo: A screenshot of your app or a logo.
5.2	Your game's name: Include a description of your game and what it does. Background info about the game and why you chose it is a nice touch.
5.3	Getting started: Include a link to your deployed game and any instructions you deem important. This should also contain a link to your planning materials.

5.4	Attributions: This section should include links to any external resources (such as libraries or assets) or AI/LLM questions you used to develop your application that require attribution. You can exclude this section if it does not apply to your application. [Please refer to the AI Policy for attribution guidelines (APA Style)](#)	
5.5	Technologies Used: List of the technologies used, for example: JavaScript, HTML, CSS, etc.	
5.6	Next steps: Planned future enhancements (stretch goals).	

Presentation Requirements
If any item is marked "no" in this section, this section will be considered a failure. Your presentation must fulfill the below requirements.

6.1	Present your project in front of the class on the scheduled presentation day.
6.2	The project you present is the project you were approved by your instructor to build.