Planning (5 Points)

Must be presented in a README

* Has a README.md file
  + User Stories (1 Points)
  + Front-end Wireframes (1 Points)
  + List of technologies used (1 point)
  + Description of your app (1 point)
  + **Link to your playable app deployed on Github Pages (1 point)**

**Did you complete the user stories and wireframes as specified above?**

Version Control (3 Points)

* Commit & push your code frequently to Github (at least twice per day)
* Meaningful commit messages (explain what changes you're making in present tense)

Use of appropriate technologies (3 Points)

* HTML
* CSS
* JS
* jQuery (Optional)

Style, Organization, and Readibility (9 Points)

* JS (3 Points)
* HTML (3 Points)
* CSS (3 Points)

Did you follow our code style guide and best practices covered in class, such as indentation,spacing, and semantic naming?

Did you comment your code where needed for clarity?

MVP Functionality (3 Points)

* Is your game playable?
* Did you deliver a project that met all the technical requirements?
* Given what the class has covered so far, did you build something that was reasonably complex?

CSS & Aesthetics (3 Points)

* Proper use of CSS
* It looks good.
* Usability - if something is meant to be interactive, that's clearly communicated to the user

**Helpful links:**

* [**Cursor Appearance**](https://developer.mozilla.org/en-US/docs/Web/CSS/cursor)
* [**CSS :focus Property**](https://developer.mozilla.org/en-US/docs/Web/CSS/%3Afocus)

Creativity (2 Points)

Did you add a personal spin or creative element to your project?

**Deployment (1 Points)**

**Deployed and accessible online. (Github Pages)**

**Presentation (3 Points)**

* **Is 5 minutes in length**
  + **Demos the application**
  + **Explains the technical details**
  + **Explains the technical challenges**
  + **Explains what improvements you might make**

Extra Credit (3 Points)

At instructor discretion.

* Extra functionality, exceptionally well-written code, creative problem-solving

Max Score: 32 Points

With 5 Point Bonus: 35