	SEI Unit 1 Browser-based Game Code Review	
Student Name		
Game Name		
Project Planning		
GitHub Repo		
Deployment		

All criteria are minimum requirements and all must be met in order to pass.

Planning Requirements

		Complete?
	Your choice of game.	
	A wireframe of your game.	
	Pseudocode for the overall game play.	
	Any game-specific additional requirements.	

Presentation Requirements

		Complete?
	Intro your game by paraphrasing the README.	
	Launch the game by clicking the link in the README.	
	Play the game!	
	Show off something unique in your code or code that you're proud of.	

README Requirements

		Complete?
	Title: Contains a description of what the game does and optional background info.	
	Getting Started: Includes a link to the deployed game and any planning materials.	
	Screenshot: A screenshot or two of your game.	
	Technologies Used: List of the technologies used.	
	Next Steps: Planned future enhancements (icebox items).	
	The README file must be grammatically correct and free of spelling errors.	

Technical Requirements

		Complete?
	Render a game in the browser without using Canvas or jQuery.	
	Include win/loss logic and render win/loss messages in HTML without using alert or prompt.	
	Include separate HTML, CSS & JavaScript files.	
	Any text in the game is grammatically correct and is free of spelling errors.	
	Displays a favicon.	
	Use CSS Flexbox or Grid (or grid functionality as provided by a CSS Framework).	
	The game looks and feels similar to apps we use daily - it has a consistent and polished user interface and offers a positive user experience, including accessibility features.	
	No remaining dead and/or commented out code or console logs.	
	The game is coded using proper indentation.	
	The game is coded using function and variable names that make sense and follow the conventions demonstrated in lecture (for example: arrays are always named using plurals).	
	Be coded in a consistent manner. For example, choose between your preference for function declarations vs. function expressions.	
	The game is deployed online.	
	Include functionality specific to your game as specified in square brackets in the Recommended Games section in the Unit 1 Project document, or as discussed with your instructor if building a game not on the Recommended Games list.	

Necessary Deliverables

		Complete?
	A functioning game that meets or exceeds the above technical requirements, built by you, and deployed to the internet.	
	The GitHub repository used for the project is named appropriately (for example: connect-four as opposed to unit-1-project) and is publicly accessible.	
	Frequent commits dating back to the very beginning of the project.	
	Commit messages should be in the present tense.	

Summary

Does project meet minimum requirements and is passing?	
Overall Comments	