Internet Computing

Course Project – Assessment

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Submit Your Project Details

- Use the 'Announcement' feature in your canvas group area to announce:

1. Title of your project

2. Game front page
   - What will be in it

3. Game play page
   - Describe the game, how to play it, how to win/lose

4. Game over page
   - What will be in it

5. Cheating
   - How you will support enabling and disabling it

Submit Your Project Details

- In your canvas group area, you can use the 'Announcement' feature to announce things

- Whatever you announce can be accessed by group members and the instructor

- It's a good idea to check the marking scheme before you do your announcement

- You need to announce the required information (previous slide) before:

11:59pm, Friday, 19 Apr 2024

Marking Overview 1/2

- Game front page **40**
  - Game description and instructions 5
  - Player registration 10
  - Player sign-in 10
  - Player pair up 15
- Game play page **95**
  - Things in the game 40
  - Players' interaction 20
  - Game controls 10
  - Game duration 10
  - Cheat mode 15

> - *All numbers shown are maximum amounts*
> - *For each item your project might get anywhere from 0 up to and including that number*

Marking Overview 2/2

- Game over page   **30**
  - Player statistics   10
  - Player ranking   10
  - Restart the game/ back to front page   10
- Graphic and sounds   **10**
- Running the project   **15**
- User support   **30**
- Game quality   **40**
- Project details announcement   **20**
- Project video   **20**

Total maximum score = 300

Game Front Page

- Game description and instructions   **5**
  - The game description and instructions are clearly shown and written on the page

- Player registration   **10**
  - New players can register for a new account in the front page

- Player sign-in   **10**
  - Players can sign in the front page with an account

- Player pair up   **15**
  - Players can join a game with another player

Game Play Page 1/2

- Things in the game **40**
  - There are at least 4 types of 'things' in the game
  - For example, bullets in a shooting game or cards in a card game are considered one type of thing
  - Any collection of the same thing that is animated / can be interacted counts as one type of thing
  - Static objects / text do not count

- Players' interaction **20**
  - Some kind of players' interaction is shown in almost real-time
  - WebSocket is used for the real-time communication

Game Play Page 2/2

- Game controls   **10**
  - Some things can be controlled by the mouse and/or keyboard

- Game duration   **10**
  - A normal game should not last for more than 3 - 4 minutes

- Cheat mode   **15**
  - A key/button can be used to activate the cheat mode
  - The game can be completed **much quicker** once the cheat mode is on (for example, unlimited bullets/ greater power/ ability to swap cards, etc)

Game Over Page

- Player statistics   **10**

  - Relevant statistics of the game play is shown for each player

- Player ranking   **10**

  - Overall ranking of the players of some useful measures is shown

- Restart the game/ back to front page   **10**

  - The game can be quickly restarted in this page
  - Or, the player can go back to the front page

Others 1/3

- ## Graphics and sound   **10**
  - ### Game play uses SVG or canvas
  - ### At least two different sounds (i.e. 2 sound files) are used during game play

- ## Running the project   **15**
  - ### A single 'npm install' can install all package dependencies
  - ### A single line of instruction starts the server
  - ### The game is started using http://localhost:8000
  - ### Please put a README html file in the submission if you need to make things extra clear

Others 2/3

- ## User support   **30**
  - This refers to how well your project handles users
  - If the project can only handle one person at a time (turn-based 'monopoly' style), it may get 10 marks
  - But if the project can handle multiple people at the same time, in real time, it may get 30 marks

- ## Game quality   **40**
  - This part is awarded based on the overall game quality in terms of creativity, completeness and playability
  - This is a general score given relative to the quality of work of the entire class

Others 3/3

- Project details announcement **20**
  - You announce the project details in your canvas group page before the deadline (see slide 2-3)

- Project video **20**
  - The project video lasts for 5 minutes or less
  - It clearly demonstrates all functionalities efficiently
  - The majority of the video is about the game play

Submission

- Project files
  - Include:
    - HTML files, CSS files, JavaScript files, etc - all files needed
    - A package.json file
    - An optional README file e.g. readme.html
  - Put everything in a zip file called
    <your group number>`_project_files.zip`
  - Submit it through canvas

- Project video
  - A single MP4 video file called
    <your group number>`_project_video.mp4`
  - Submit it through canvas

- Deadline
  ### **11:59pm, Friday, 10 May 2024**