

CSC 435 Final Project Instructions

Spring, 2020. Prof. Xiao

Overview:

Final project is the show case of our class. Different from the previous semester, we aim to start the whole process early. Each team submit one final. Project but each member must submit peer-review form.

Due dates:

Midnight, May 1st, Final project code, write-ups and website/app. No late codes/write-ups acceptable.

Team members: **Max 3 members** and must be current student enrolled in CSC 435.

All of the code must be uploaded on blackboard as a .zip. file

A peer evaluation form is also required if the project is submitted as a team project.

Deliverables:

The the website, source code, and the README and GITHUB link to all of your source code and demos.

Technical requirements:

1. The project must use at least 4 of the following languages/tools we are learning including HTML/CSS/JavaScript and its libraries/Ajax, Json/PHP, cookies, sessions/Database. Dynamically generated website is preferred (with interaction with data on a server).
2. The website will be preferred to be live and hosted on a webserver (if you don't have one, let me know). If you can't do this, that is OK.
3. You must submit **original codes written by you** (no lines by line copying from the internet).
4. The website should have a user sign-in function or similar functions. It means each user should have a personalized experience.
5. All of the code must be submitted with well documentation as a GITHUB repo before submission deadline.
6. You must include a one-page (could be integrated in your website) documenting your code, the functions and purposes, UI design, and README and references of all sources you have used.
7. The code must be **unobtrusive**, clear UI inputs, and must pass HTML/CSS validator.
8. Can use part of homework, exercise and creative project code .

Grading:

The project will be graded for the following criterions:

- 1) Key features must be original, and website should be somewhat useful for general users.
- 2) User friendly and intuitive UIs and must have some non-trivial features (e.g. a game).
- 3) Completeness of the project
- 4) Accuracy and Bug free. Buggy code will not get much credits.
- 5) The scope of the project (quality and quantity of codes) are general and big.

- 6) Well documented code and clearly and unobtrusive codes
- 7) Must work with either Chrome and Firefox.

Good web developing references:

<https://careerfoundry.com/en/blog/ui-design/8-sites-with-great-ui/>

MIT IAP web development class and competition:

<http://6.148.scripts.mit.edu/2018/>