

CS 1100: Web Development: Client-Side Coding / Fall 2016

Final Project

Goals

This project is your chance to apply what you have learned this semester to a domain of your choice - a topic that is interesting and worth pursuing for both you and your partner.

Your task & scope of work

This project is not about quantity of work. You will not be evaluated based on the number of lines of code you write or web pages you build. Instead, you will create one web page that is worth demonstrating to an audience, and worth adding to your portfolio. It should be fun too. It should be worth your effort.

Your web page will be an SPA - a single page application (a simplified version of a real SPA: you will not have a server-side component, so all your content will be preloaded). It can be a game (you may use our Traveling Hobbit exercises as a starting point for your own ideas). Or it can be a "mini-library" of content (media and text), with different parts of the page displayed based on user actions. A single page application could replicate a whole website, but since we are not fetching content from the server, preloading too much content could be overkill.

There are no specific requirements for the amount of interactivity. If you build a game, chances are there will be a greater variety of interactivity; if it's a content-viewing application, there could be more content displayed in different ways in response to a variety of events. But again, focus on quality, not quantity.

You are encouraged to work with a partner, but you may work alone.

You should be prepared to briefly present your idea on Friday, December 2. However, I encourage you to discuss potential ideas with me anytime before Friday (and after!) - as always, email me or stop by my office.

Most importantly, write your own code. Use of any code libraries, plugins, code snippets available online is allowed, as long as it is documented. However, such code will NOT count towards your grade. If you use such code without acknowledging it, this will be considered plagiarism and the project will receive a grade of zero. Therefore, please write your own code, and make sure to acknowledge the code you use that is not yours.

Presentation

You will present your work during our finals period on December 12. The format of the presentation will be similar to a poster session, minus the posters. We will have all the projects displayed at the same time. There may or may not be guests. In any case, you will have a chance to demo your project, answer questions, explain how you implemented your ideas, justify your implementation choices, etc. Be well prepared!

Submissions

Submit your project files as a zip file: project.zip to eLearning by 23:59 on December 12.

Grading

The project is worth 20% of your final grade. Following are the relative weights of each criteria (they add up to 100%)

Overall creativity 20%

(represents CSS or JavaScript or both)

HTML 5%

- correctness

CSS 20%

- correctness

- complexity of styles

- quality of code

JavaScript 50%

(JavaScript and any js libraries)

- correctness

- complexity of functionality

- quality of code

Presentation 5%