

Resit Coursework

1. Summary

Version: 1.0

Submission deadline: 16:00 Monday 7th July 2022

2. Introduction

This coursework is for students who have received less than 40% for CST 2120 and failed the module. **To pass CST 2120 you must achieve at least 40% on this resit coursework.**

The grade for resit students is capped. If your resit coursework gets a mark greater than 40%, then you will pass CST 2120 with a capped grade of 40% (a third; 16 on the 20 point scale). For example, if you achieve a grade of 64% on the resit coursework, your final grade for CST 2120 will be 40%.

You are allowed to reuse code that you have already developed for Coursework 1 / Game Website for your resit coursework. You should carefully check that you have enough marks to pass.

3. Key Points

- Website that enables the user to play a game.
- The user plays the game alone or against the computer.
- If the user plays against the computer, there are no extra marks for sophisticated artificial intelligence: simple random choices are fine.
- The website must be implemented in HTML, CSS and JavaScript.
- You will not lose marks if you use PHP in your resit coursework, but it is not a requirement.
- Zero marks will be awarded for a game that is copied from the Internet.
- Users can register with the website and login.
- The website has a page that displays the top scores of all registered users.
- User data and scores are stored in JSON format using HTML local storage. No marks will be given for storage in files or server-side storage with PHP, MySQL, MongoDB, etc.
- Cross-browser compatibility is not required – you only need to demonstrate your game on a single browser.
- You are welcome to use third party libraries, such as jQuery, Bootstrap or a JavaScript game engine. You should check with the module leader if a third party library is used for a substantial amount of the functionality of your website.
- Marks are available for code quality, game quality and the attractiveness and usability of the website.
- Your coursework will only receive a mark if your submission includes a video demonstration.

4. What Needs to be Submitted (Deadline: 16:00 Monday 7th July 2022)

Submit a zip file containing:

1. *Website code.* HTML, CSS, JavaScript and images for the website.
2. *Report.* Describes the website and any issues that you had with its development. This must be a Word or PDF document.
3. *5-minute video demonstration.* **Video demonstrations are mandatory for this coursework.** I strongly recommend that you watch the talk on recording video demonstrations on the course website.

Upload the zip file using the link in the Resit section of the course website.

Your resit coursework will only receive a mark if you include a video demonstration.

5. Late Submission

We are very unlikely to give extensions to coursework and very unlikely to accept excuses. So we strongly recommend that you hand coursework in on time.

Contact the module leader before the deadline if you run into problems. **Zero marks are likely to be awarded for late coursework.**

6. Extenuating Circumstances

If you have personal problems that interfere with your studies, you can apply for extra time to complete coursework without a mark penalty. You have to provide appropriate documentary evidence.

More information here: <https://unihub.mdx.ac.uk/your-study/assessment-and-regulations/extenuating-circumstances>.

14 day extensions are not available for resit coursework.

You must let the module leader know if you have been granted an extension.

7. Plagiarism

Plagiarism is a serious academic offence. Students that submit identical projects will be reported to the university. If they are found guilty, they will have to resubmit their work, their marks could be capped or they could fail the module.

We recognize that there is often a blurry line between copying and collaboration. People work together and help each other to solve problems and apply the solutions to their own projects. We strongly encourage this kind of collaboration. But it is not acceptable for students to collaborate on a project which they submit as individual work. To penalize this, the mark for near-identical projects will be divided between the projects. So suppose a project gets a mark of 60% and near-identical versions are handed in by 3 people. Each person will get 20%, instead of 60%. This only applies to the marks for the parts of the project that are nearly identical.

We are not going to police this and make detailed investigations. So if you allow your project to be copied, you will be as liable for plagiarism as the person who submits it as their own work. Both the original and the copy will receive zero or reduced marks.

Links to the relevant University regulations and additional support resources can be found here:

- Academic Integrity Awareness Course: <https://mdx.mrooms.net/mod/lesson/view.php?id=877307>. (You will have to log into to MyUniHub and then MyLearning to access the course.)
- Section F: Infringement of Assessment Regulations/Academic Misconduct: <https://www.mdx.ac.uk/about-us/policies/university-regulations>.
- Referencing & Plagiarism: Suspected of plagiarism?: <http://libguides.mdx.ac.uk/c.php?g=322119&p=2155601>.
- Referencing and avoiding plagiarism: <http://unihub.mdx.ac.uk/your-study/learning-enhancement-team/online-resources/referencing-and-avoiding-plagiarism>.

The MDXSU Advice Service offers free and independent support face-to-face in making an appeal, complaint or responding to any allegations of academic or non-academic misconduct. <https://www.mdxsu.com/advice>.

8. Assessment Methods

We will look at the code and view the screenshots and video demonstration. **Zero marks will be awarded for a final submission of Coursework 1 without a video demonstration.** I strongly recommend that you watch the talk on recording video demonstrations on the course website.

The project will be given a mark out of 100. **If your resit mark is more than 40%, you will pass the module with a capped grade of 40%. If your resit mark is less than 40%, you will fail the module.**

9. Assessment Criteria

Feature	Marks
Website. Navigation bar and pages for the game, registration, login and rankings functionality.	5 marks. Multiple pages and navigation bar. 10 marks. Attractiveness and usability. Are the pages well designed and attractive? Has thought been given to usability?
Game. Must be implemented in HTML, CSS and JavaScript. Zero marks will be awarded for a game that is copied from the Internet.	10 marks. The website has a basic game that the user can play and obtain a score. Some marks can be awarded for a partially functioning game. 15 marks. These marks are for games that have complex JavaScript, sophisticated JavaScript (for example, use of classes) and a substantial amount of JavaScript. For example, graphics, multiple skill levels, etc.
User accounts. User can create an account and login. User data is stored in JSON format using HTML local storage. No marks will be given for storage in files or server-side storage with PHP, MySQL, MongoDB, etc.	5 marks. Storage of basic data in JSON format, such as name and email address. 5 marks Storage of additional data from the user in JSON format, for example address and phone number. 10 marks. Validation of user data. Some of this validation has to be done using JavaScript – a maximum of 5 marks is available for HTML validation. 5 marks. Login with appropriate error messages when details are missing, password incorrect, etc.
Ranking table of user scores. Users' scores are stored in JSON format using HTML local storage. The website has a rankings page that displays the top scores of all the users. No marks will be given for server-side storage with PHP, MySQL, MongoDB, etc.	7.5 marks. Storage of users' scores in JSON format using HTML local storage. 7.5 marks. Rankings page that lists the top scores of all the users.
Code quality. Your code should be well commented, tidy and easy to read. Files should be sensibly organized into folders. Marks will be deducted for unused files and commented out code.	2 marks. HTML code quality. 2 marks. CSS code quality. 4 marks. JavaScript code quality. 2 marks. File organization.

<p>Project report. Briefly describes the project. This can reuse material from the project proposal.</p> <p>Do not include screenshots of code, the command line or Dreamweaver, NetBeans, etc.</p>	<p>4 marks. Screenshot(s) of all of the website's page(s). For example, game play, registration, login, and rankings table.</p> <p>6 marks. Content of report. Does it clearly describe the project? You should describe how the game works and the registration, login, error handling, input validation and rankings functionality.</p>
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