

# Project 2

# CSc 421

# Kutztown

**Purpose:** Basic Web-based application via GWT Framework,

**Points:** 25

**Deadline:** TBD, using the turnin script and D2L. Late submissions are not accepted.

**Description:** For this project, you will implement a web-based version of the memory game from Project 1

For your 2<sup>nd</sup> assignment, you will begin implementing and deploying web-based software. Write a web-based version of the game that runs on Tomcat and is accessible via a page on any web server.

Implement your game using the Google Web Toolkit (GWT). Follow your design, but if it changes update your diagrams and submit them in the Phase 2 Design dropbox on D2L. Of course, a proper object oriented and modular design is a must. Any instructions in the Phase 1 grade report must be carried out. If not, provide reasoning in the Phase 1 Design dropbox as well or meet me during office hours to discuss.

Once the game is won, pop up a dialog or otherwise inform the user of the game result, and state appropriate info on the just completed game (grads, state how long it took [hh:mm:ss], too). Give the user a choice to play again or quit.

## Notes:

- You must obtain permission to use any framework other than GWT.
- Game piece or card faces are to be images or some other distinct sort of graphic or drawing, and backs (if applicable) must all be the same image.
- Update your cheats for testing, placing secret buttons, etc. on the web page or injecting items at the start via secret buttons, etc. Submissions without appropriate methods for efficient testing (i.e. cheats) will be penalized significantly.
- The computer player must be implemented with at least some smarts. This will be discussed in class.
- Turn in a file, named **readme.txt**, (all lower case, this exact name) on D2L in the Phase 2 dropbox. that details any and all design decisions you made, along with any other information you would provide to someone who purchased your product (including how to start the game and how to play).
- Once the project is complete, deploy on your Tomcat site. This will be discussed in class.
- This is a senior/graduate level course. Proper style and modular design is a must. Substantial penalties, up to and including your program not being graded, will be levied for lazy, incomplete, or chintzy style, and/or not employing a proper modular design.
- You are to use the javadoc tool to create an online documentation site for this project.
- Due to the instructor's lack of familiarity with some of the games, each student will play and provide feedback to the course instructor on one classmate's game with which they are familiar.
- **Graduate Students Only:** Extra portions are as noted in the Phase 1 description and also in your Phase 1 grade report.

## Deliverables:

- **Phase 2 Design Dropbox:** Any design artifacts on which you'd like feedback.
- **Phase 2 Dropbox:** Your readme, which must contain links to your project and Javadoc site.
- **Turnin:** A zip of the src directory from the GWT site you created.