The final project is intended to allow you to explore in more detail any topic covered in this course. You may start from scratch, or using any example from lectures or the course textbook, show or add three (3) distinct features, each a key component of the user experience. For example, you might start with the interactive paint example from the lectures and add: 1) The ability to change brush sizes, 2) The ability to change brush colors, and 3) Store the brush size and color in local storage so that these values are saved for the user when they return to the page.

You may not simply cut and paste examples from any source, such as online work, labs, text book examples, etc., to complete this project. You may use examples as a starting point for your three distinct features, but you must adapt such examples, and you must document where you found the example code, and explain how you adapted that code for your use.

You will submit a short write-up (PDF or txt format only) along with your code containing at least one (1) paragraph describing your project and an additional one (1) paragraph describing each of your three (3) features.

Grading will be based on:

1. [60] A robust, working implementation of your three (3) features (20 points per feature).
2. [10] General elegance and cleanliness of your code (e.g., proper indentation, avoidance of redundant and/or unnecessary code).
3. [20] Your write-up, four (4) paragraphs minimum (5 points per paragraph).
4. [10] A presentation of your final project.

(Extra credit) You may earn extra credit by submitting up to three evaluations of your fellow student project presentations. You must be present during the presentation you evaluate.

Upload your files to Blackboard (under Assignments ---> Final Project).