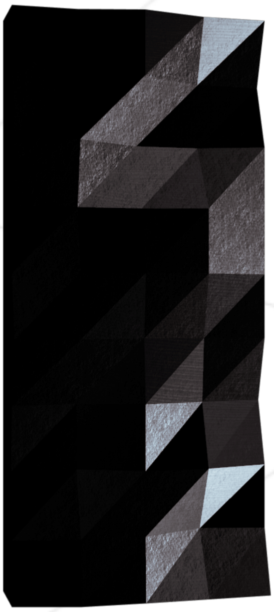


dontpanic_click

Drawing a lot of attention subtly, straight to the point.

Summary: Well... Well... Well... click, click, click

Version: 1.0

Contents

Chapter I

Foreword

Art Nouveau staircase in Riga, Latvia.

Art Nouveau is an international style of art, architecture, and applied art, especially the decorative arts. One major objective of Art Nouveau was to break down the traditional distinction between fine arts (especially painting and sculpture) and applied arts. It was most widely used in interior design, graphic arts, furniture, glass art, textiles, ceramics, jewellery and metal work.

Chapter II

Introduction

Improving and enhancing your clientside skills and knowledge of your game, implementing cool new features that will clearly make your game cooler are essential to keeping your product cool and interesting. It's always good to go back to clientside, check it out, even more so now that we have more knowledge to do so.

This slice is very succinct, but it is an invitation for you to revisit the concepts you have been learning and be able to really understand them well, consolidating your knowledge about the subjects necessary for great software.

Chapter III

General instructions

- Only clientside code will be changed in your dontpanic game.

- Don't think twice about refactoring code you were already thinking of doing in the past, take advantage of this project for that.

- You should still continue to use the tools you are using to improve your game, remember KISS, the most important rule.

Chapter IV

Mandatory part

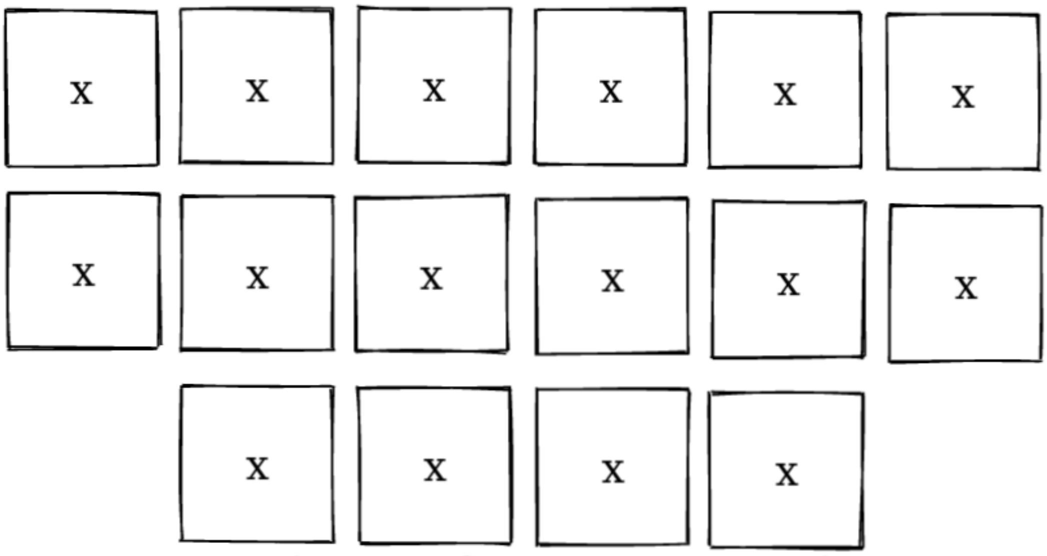
IV.1 Clientside features

- The user must be able to change the color scheme of his game. You can implement as many as you like, but at the very least dark mode must be present.

- You must store a player's "stats" so that he can see them on the screen. The data must be saved in the player's browser, that is, even if the page loads or the player returns to the game later, the statistics must remain. This includes: how many times it has played, how many right and wrong attempts there have been, etc. Be creative.

- For each of these options, you should arrange them in an interesting way in your existing layout, that's up to you, but get straight to the point. You can ask someone external to test the game, making sure the options are clear.
- A visual on-screen keyboard must be implemented, which have clickable keys and which are also pressed if the player uses their own keyboard. Of course only valid keys are needed and will be accepted.
- It is necessary to guarantee the user's responsiveness and experience in the use of the new implemented functionalities. See if the new features adapt well to a cell phone, for example.

Here is an example of a keyboard format for your game:



Chapter V

Turn-in and peer-evaluation

V.1 Turn-in

Turn in your work on your repo Git. Only the work included on your repo will be reviewed during the evaluation.

V.2 Peer-evaluation

Another group will evaluate your game and your code and will positively welcome the quality of it.