CuriousJr Web Internship Assignment - JavaScript

Welcome to the JavaScript assignment of CuriousJr.

"The knowledge comes to those who crave for it."

If you complete this assignment and are able to explain how and why you implemented certain things, then surely you are the rockstar intern we are looking for to work with some of the great people in the tech industry.
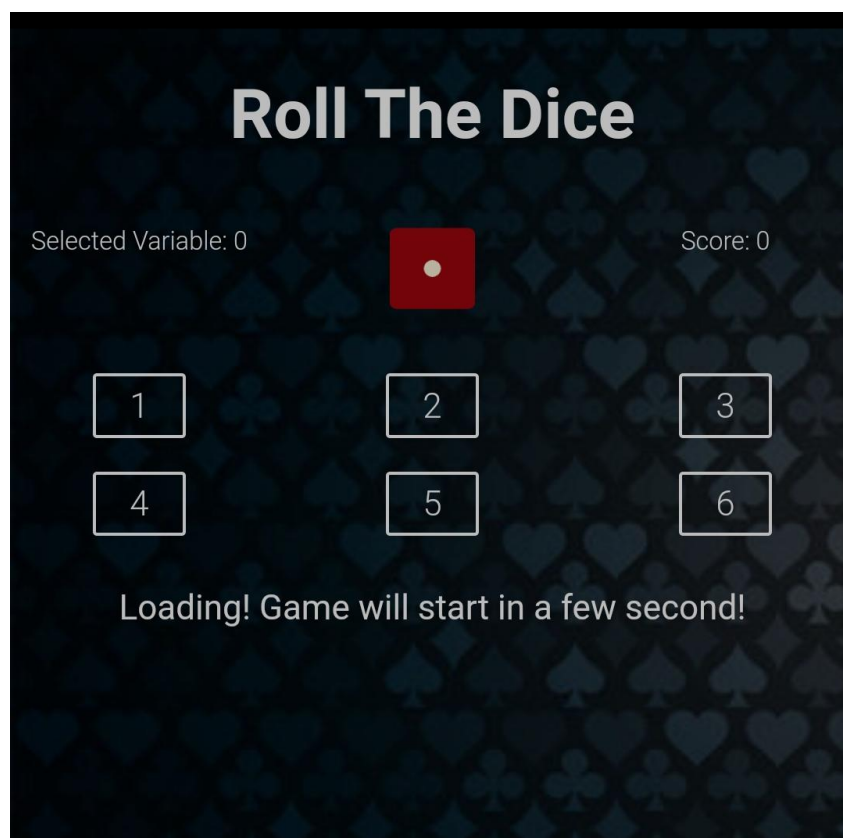
Download and explore the "**CuriousJr App**" to understand the scope of this assignment.

Overview

For this assignment, you will have to build a simple game using HTML, CSS and JavaScript ONLY (**and not using any framework**). The game should use basic concepts of JS, and demonstrate a decent use of CSS for the UI. Also, the game should be easily playable.
Now let's proceed to learn about the game you need to code.
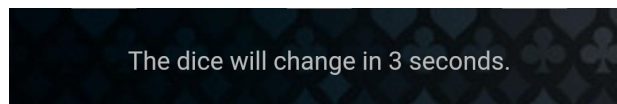
The game

(landing screen with a loading message)
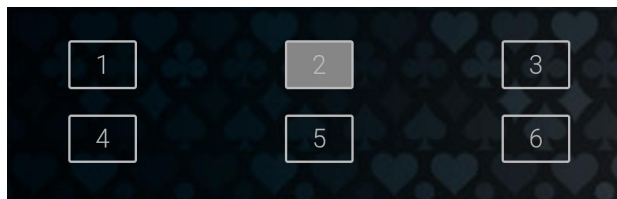
Idea and UI

The game will have a dice, which will be shuffled after intervals of fixed time. The output of the dice will be shown to the player.
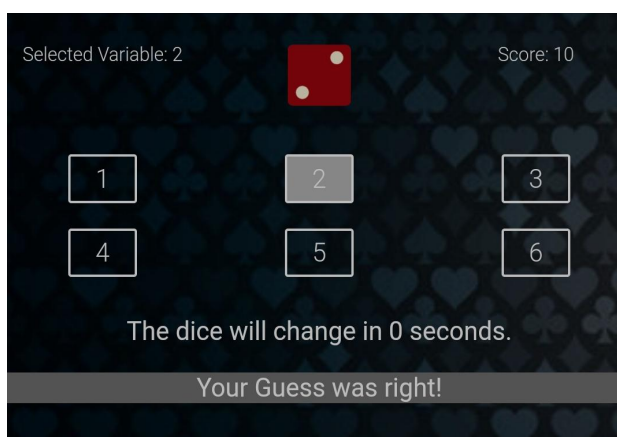

There will be a countdown timer showing the time left before the next shuffle.
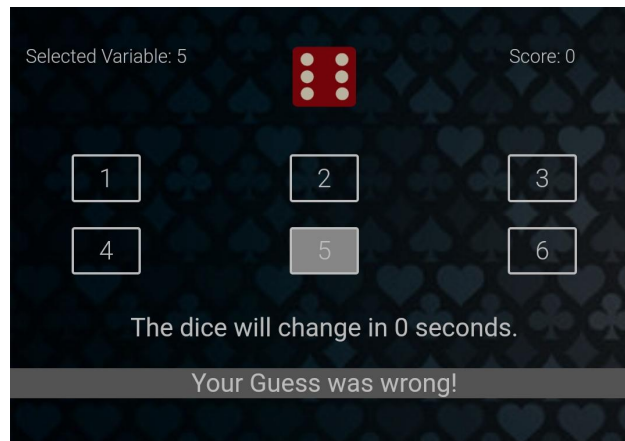

The player will have to guess the output before the timer ends. To guess the output, the player will have to click on any of the 6 options corresponding to 6 faces of the dice. The player has to make this choice before the timer ends.

When the timer ends, the dice will shuffle. If the output of the dice matches the choice made by the user, the score will be increased. The player will also be shown a message that their choice was correct.

If the choice does not match the dice output, the score will remain the same. Again the player will be shown a message saying their choice was wrong.

NOTE: You can tweak the UI as much as you want but the game idea should be the same.

All the best
Team CuriousJr