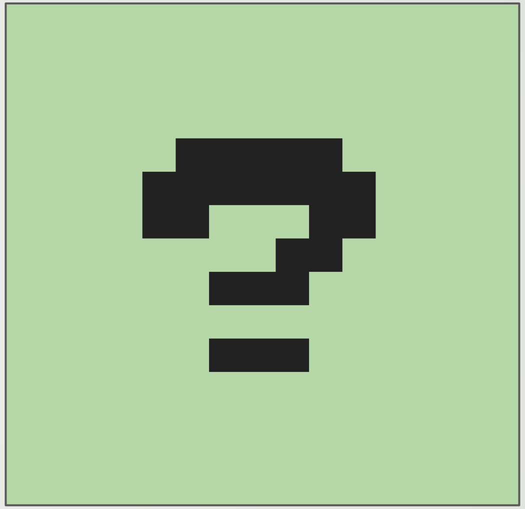
Guess the number **game web app**

Development process



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01

Implementing the web app basic/initial structure

Skills used

Code writing

WHY WAS THIS STEP IMPORTANT

This step was important to ensure that the initial structure of the web app was properly established (structure on which JavaScript would then be able to work with).

WHAT WAS THE GOAL

Ensure that all static content for the web app is present in the HTML and CSS documents, with appropriate class names and ids to allow easy reference to it later using JavaScript.

02

Adding JavaScript logics to manipulate the DOM dynamically

Skills used

Research
Problem solving
Code writing
Debugging

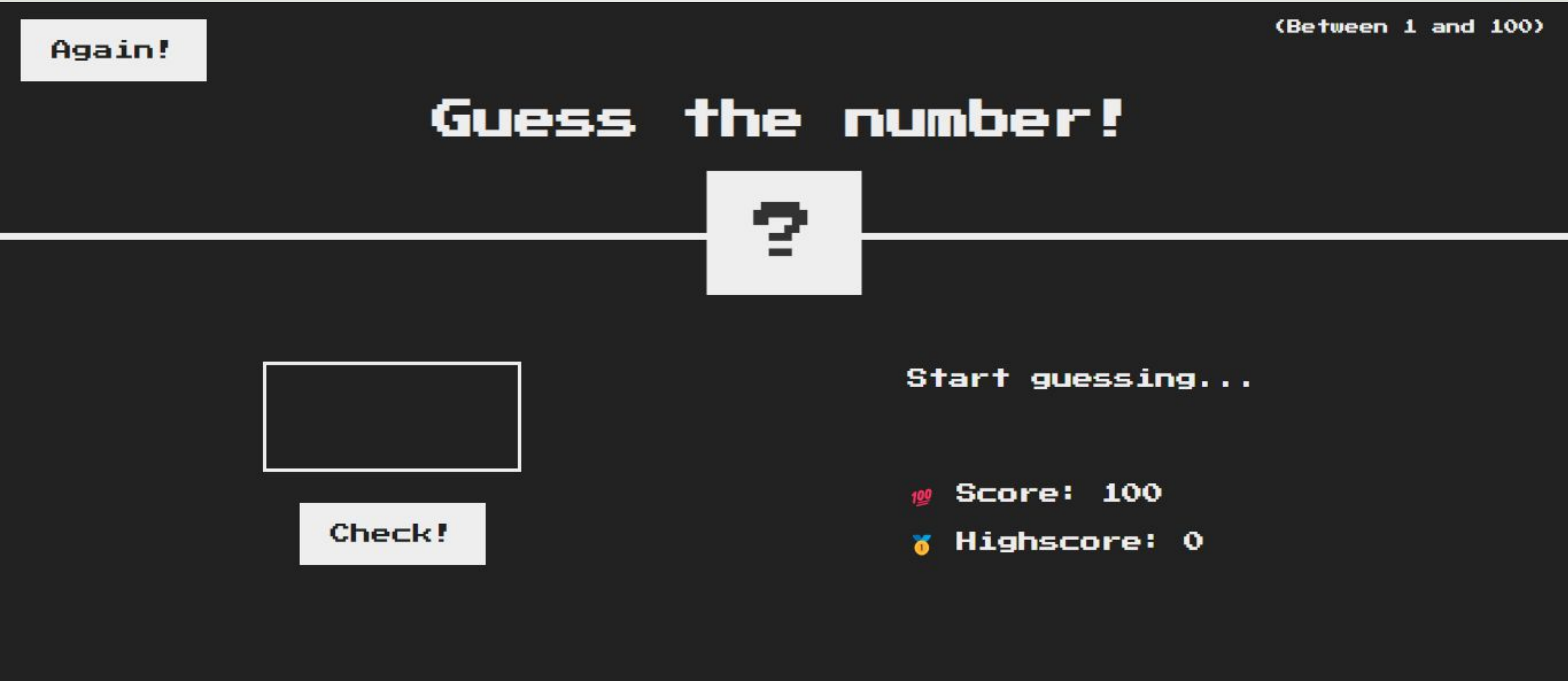
WHY WAS THIS STEP IMPORTANT

Implementing all the code to transform the previously static web app into an interactive and dynamic one was important to ensure it responds correctly to user actions.

WHAT WAS THE GOAL

- Create event listeners
- Create the function associated with each event listener
- Create conditional logics and supporting codes to handle every possible case users may face while playing:
    - No input
    - Wrong answer
    - Correct answer
    - Reset game
    - Game lost

LANDING VIEW



Guess the number!

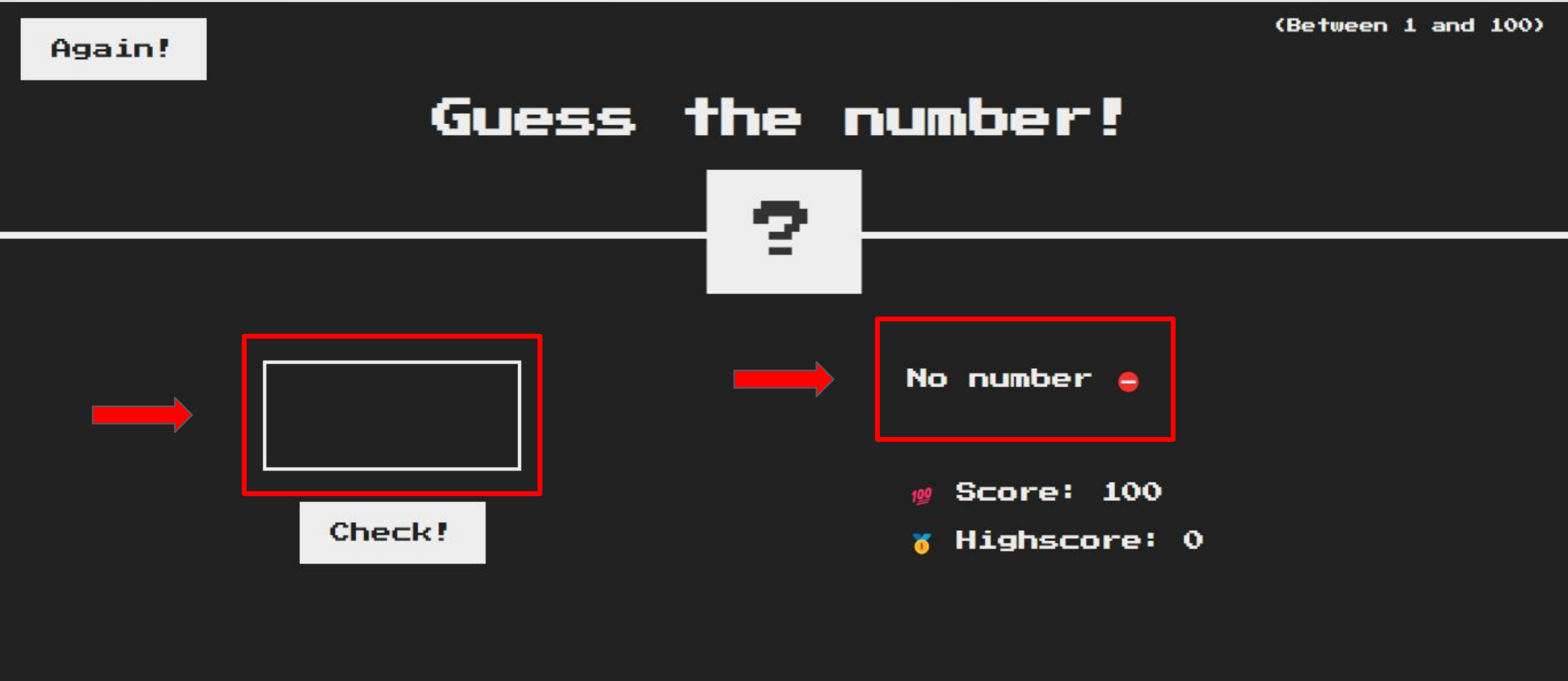
Start guessing...

💯 Score: 100

🥇 Highscore: 0

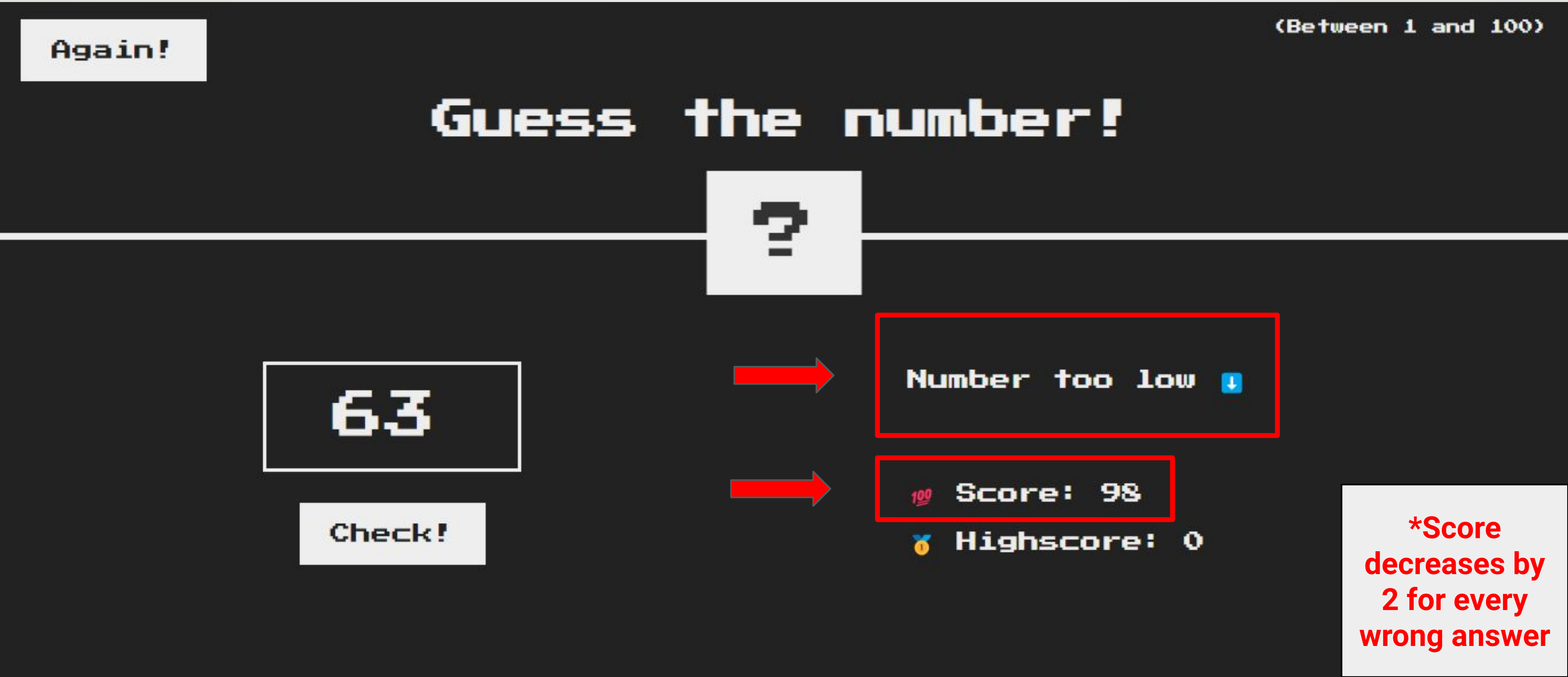
NO INPUTS

(DYNAMICALLY HANDLE VIA THE DOM)



WRONG ANSWER WITH NEW HINT

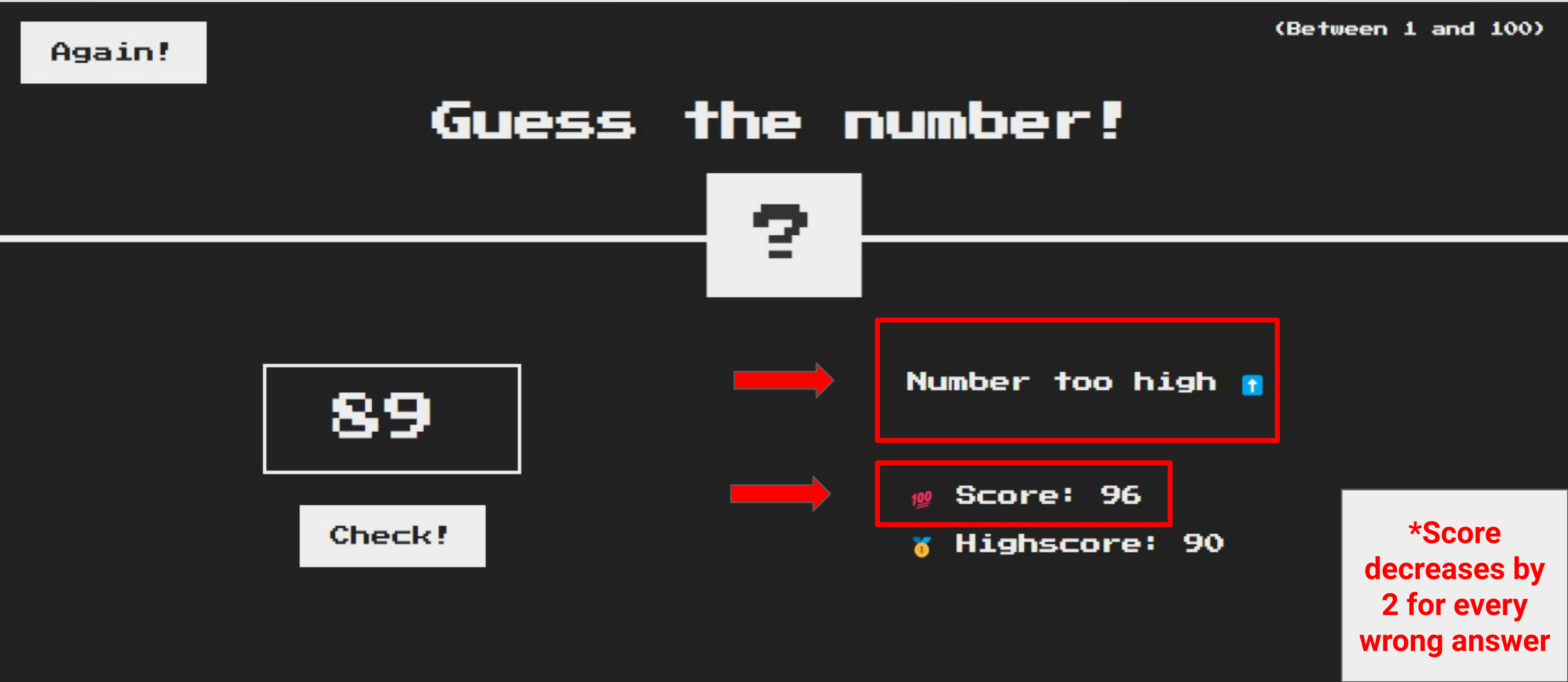
(DYNAMICALLY HANDLE VIA THE DOM)



*Score decreases by 2 for every wrong answer

WRONG ANSWER WITH NEW HINT

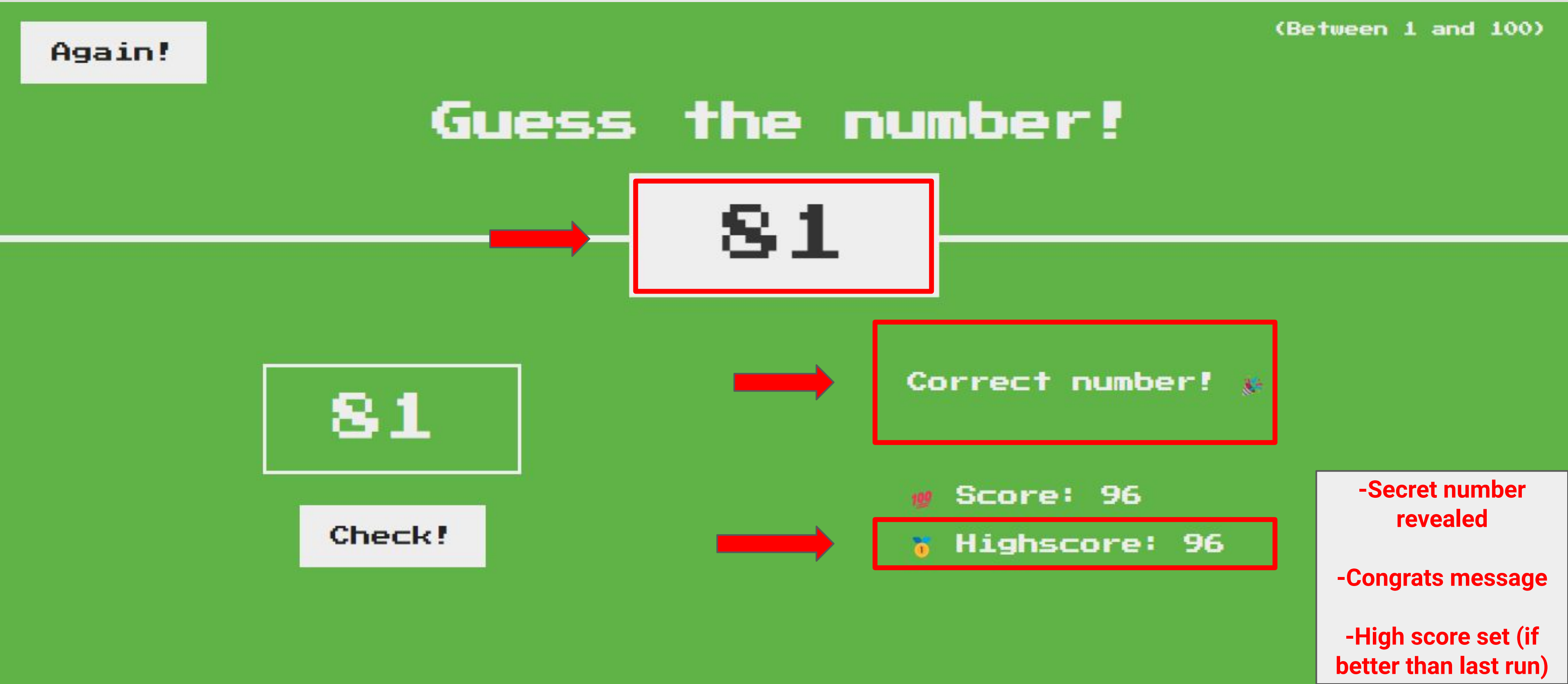
(DYNAMICALLY HANDLE VIA THE DOM)



*Score decreases by 2 for every wrong answer

CORRECT ANSWER

(DYNAMICALLY HANDLE VIA THE DOM)



Again!

(Between 1 and 100)

Guess the number!

81

81

Check!

Correct number! 🎉

💯 Score: 96

🥇 Highscore: 96

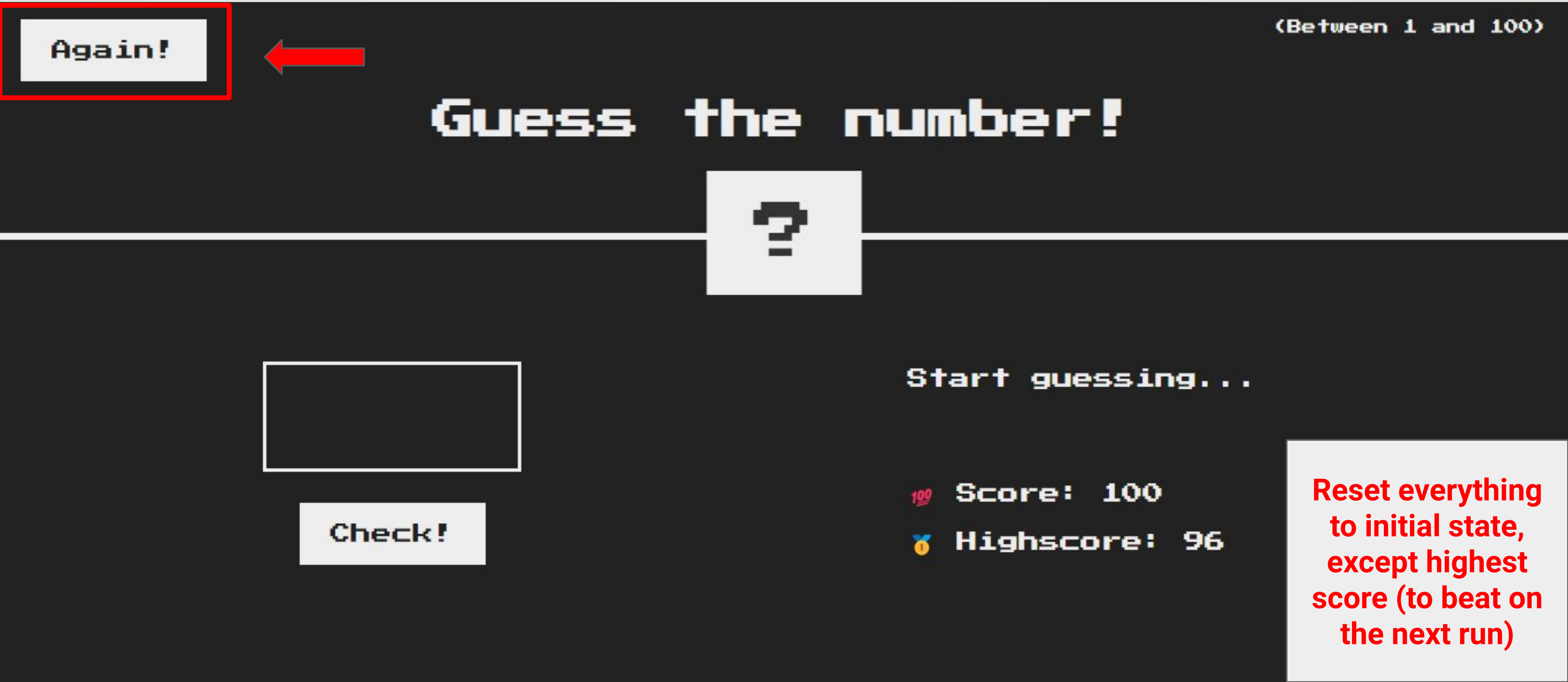
-Secret number revealed

-Congrats message

-High score set (if better than last run)

USER CLICKS ON AGAIN BUTTON

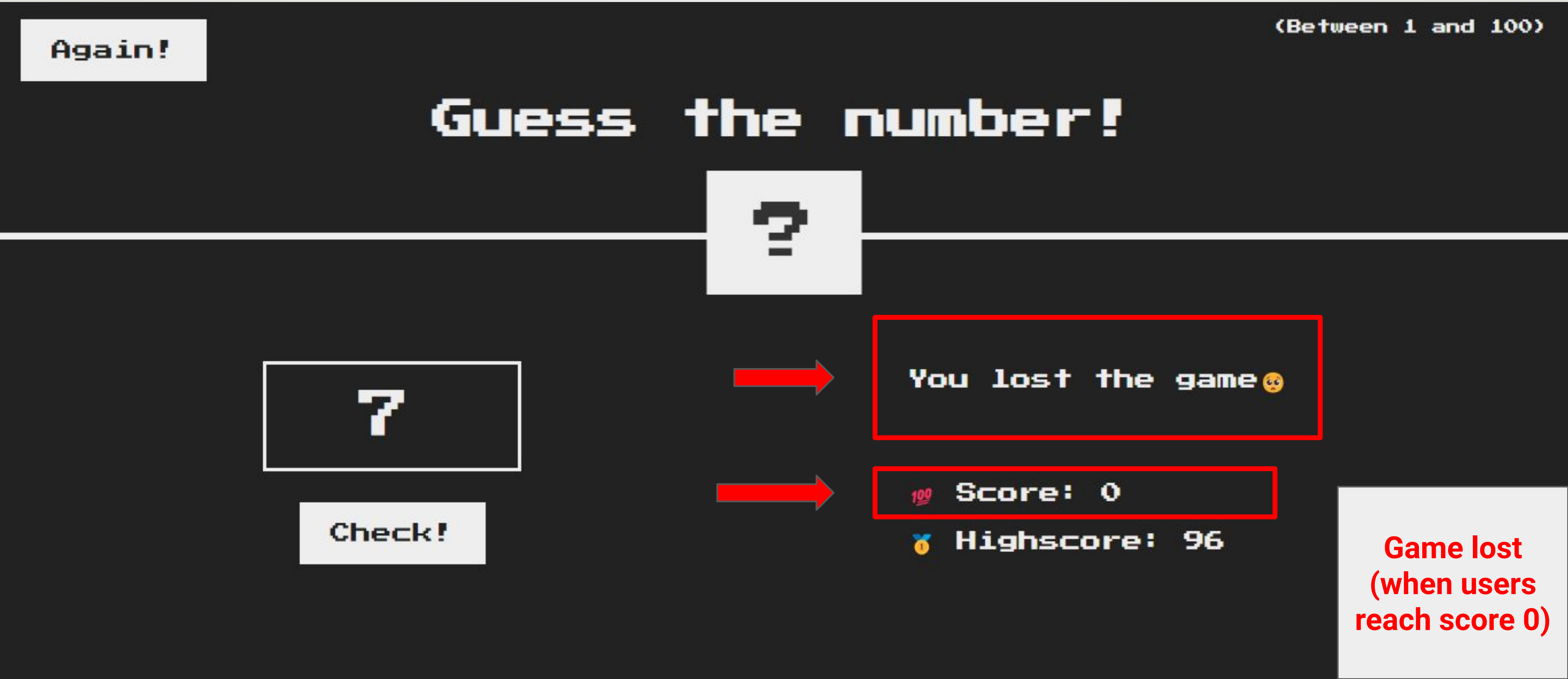
(DYNAMICALLY HANDLE VIA THE DOM)



Reset everything to initial state, except highest score (to beat on the next run)

GAME LOST

(DYNAMICALLY HANDLE VIA THE DOM)



Again!

(Between 1 and 100)

Guess the number!

?

7

Check!

You lost the game 🥺

💯 Score: 0

🥇 Highscore: 96

Game lost (when users reach score 0)

Making the final adjustments for the visual

Skills used

Research
Code writing

WHY WAS THIS STEP IMPORTANT

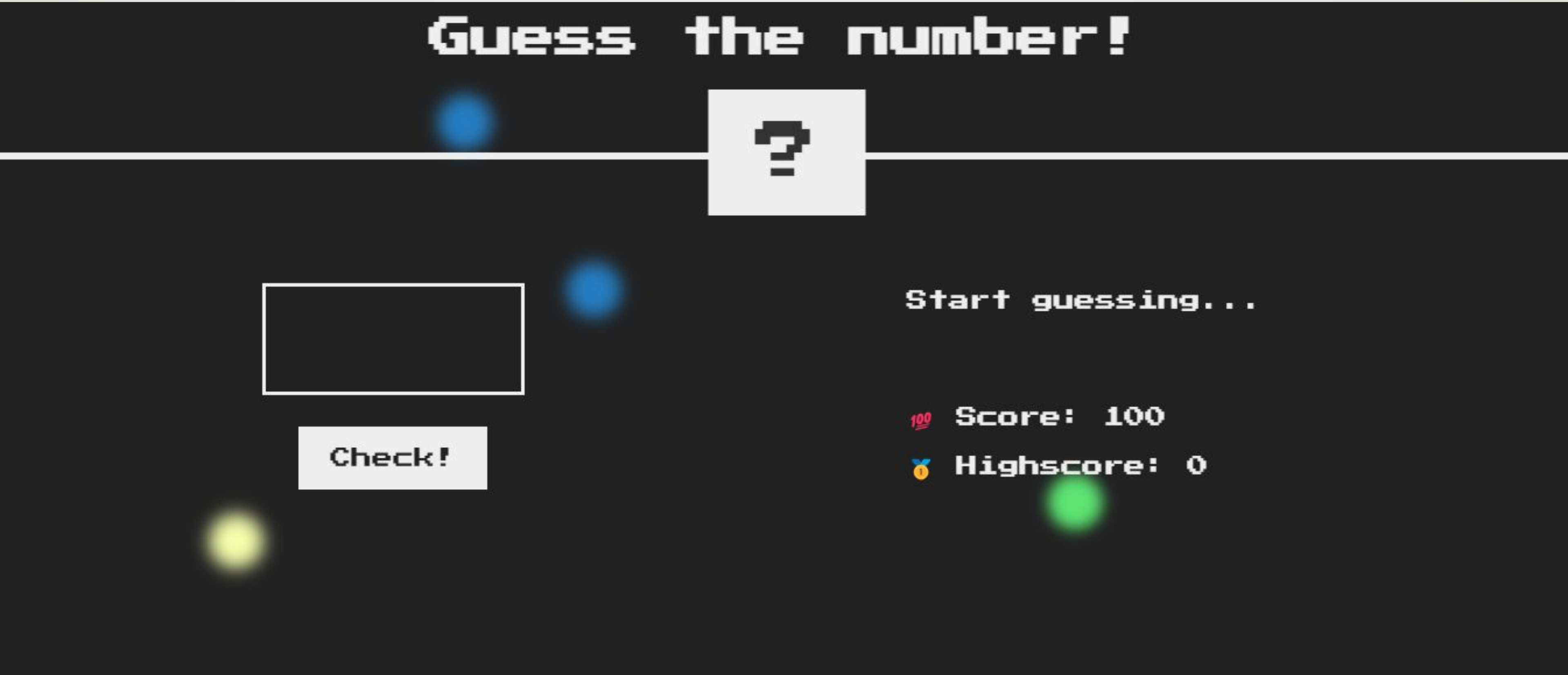
This step was important to provide the web app a more engaging and dynamic background, and to create a more finished and visually attractive product.

WHAT WAS THE GOAL

Implementing an animated visual using an online CSS code generator, with special attention given to finding the right balance between a visually appealing background that is however not disturbing for users.

ANIMATED BACKGROUND

(see live version)

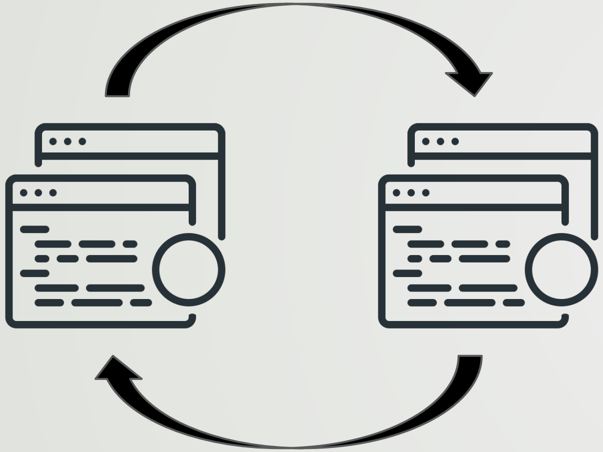


Guess the number!

Start guessing...

💯 Score: 100

🥇 Highscore: 0



Finalizing code refactoring and **running** final tests

Skills used

Code writing
Debugging

WHY WAS THIS STEP IMPORTANT

When possible, it is good practice to refactor codes. When there are a lot of duplicate codes, and some functionalities need to be changed for example, multiple identical updates may be necessary across various locations and files, leading to a potentially lengthy and error-prone process. Code refactoring helps prevent this by making the code cleaner, more logical, and more concise.

WHAT WAS THE GOAL

Replacing the numerous and previously duplicated lines of code with *document.querySelector* to accomplish the same actions, but with fewer code lines, thus significantly reducing the length of the code. To do this, different functions were created.

Testing the game with all possible scenarios that users might encounter to ensure everything works as expected.

Fixing bugs as needed.

```
const displaySecretNumber = function (number) {
   document.querySelector('.number').textContent = number
}
```

✓ github-pages

Deploying the web app online

Skills used

N.O.

WHY WAS THIS STEP IMPORTANT

This step was important to make the *Guess the number* web app publicly available by hosting it on GitHub Pages (gh-pages).

README.
md

Completing the README document

Skills used

Communication
Content writing

WHY WAS THIS STEP IMPORTANT

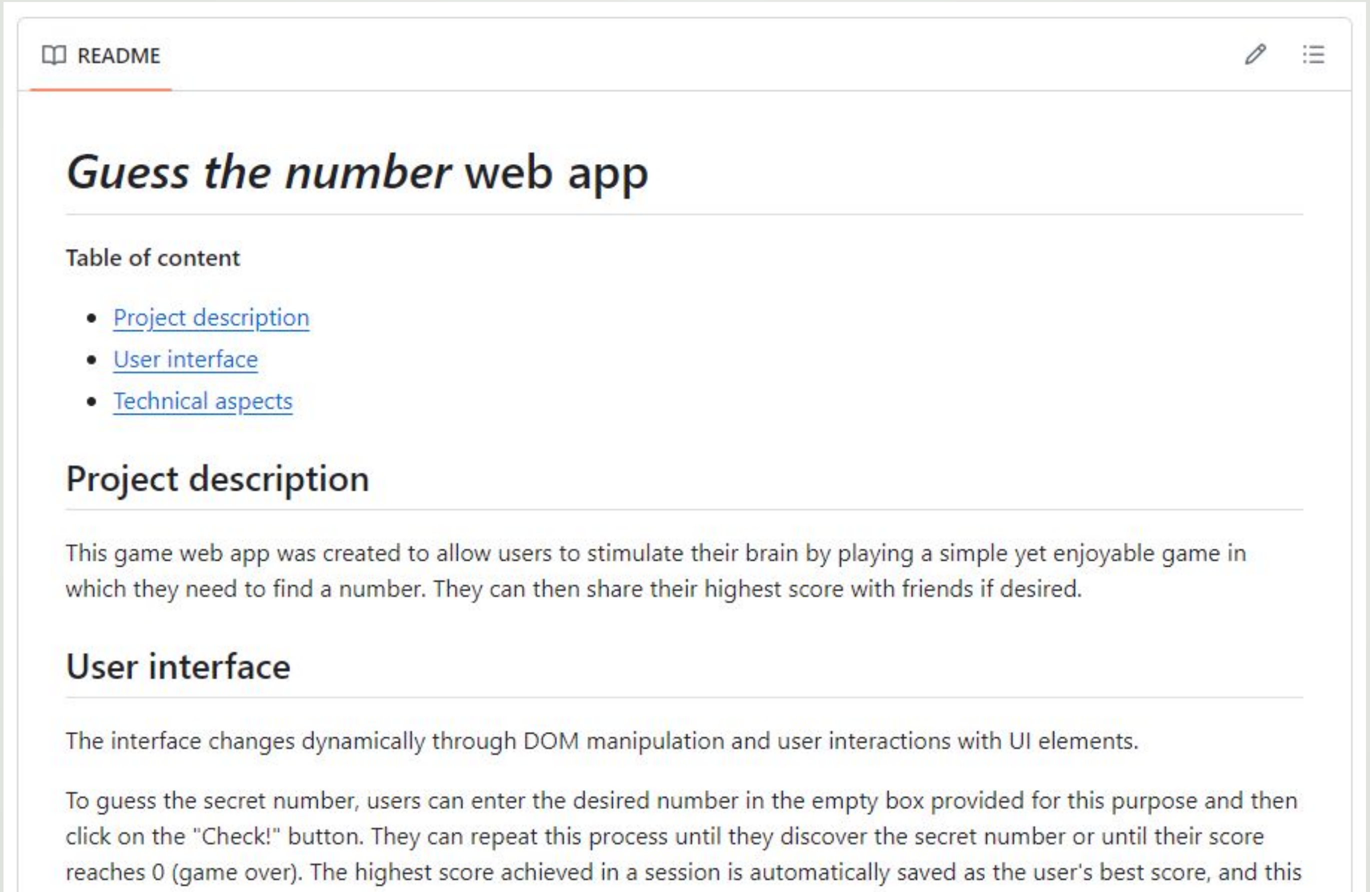
Ensure the project is well documented and easily accessible by anyone interested.

WHAT WAS THE GOAL

Updating and completing the README file located in the *Guess-number-game* Github repository. The goal was to ensure that all relevant information regarding this project is accessible under these three categories:

- Project description
- User interface
- Technical aspects

README SAMPLE - FULL VERSION ON GITHUB



Guess the number web app

Table of content

- Project description
- User interface
- Technical aspects

Project description

This game web app was created to allow users to stimulate their brain by playing a simple yet enjoyable game in which they need to find a number. They can then share their highest score with friends if desired.

User interface

The interface changes dynamically through DOM manipulation and user interactions with UI elements.

To guess the secret number, users can enter the desired number in the empty box provided for this purpose and then click on the "Check!" button. They can repeat this process until they discover the secret number or until their score reaches 0 (game over). The highest score achieved in a session is automatically saved as the user's best score, and this