

# *Click in 10 seconds*

## **1- What you have learned during the development of the game**

*It was difficult to sort out the different chapters of the project. It's obvious the more we know, the more we can do.*

*Back to the matter, We specifically struggled a lot with the structure of the webpage until we decided to start together with the HTML bit.*

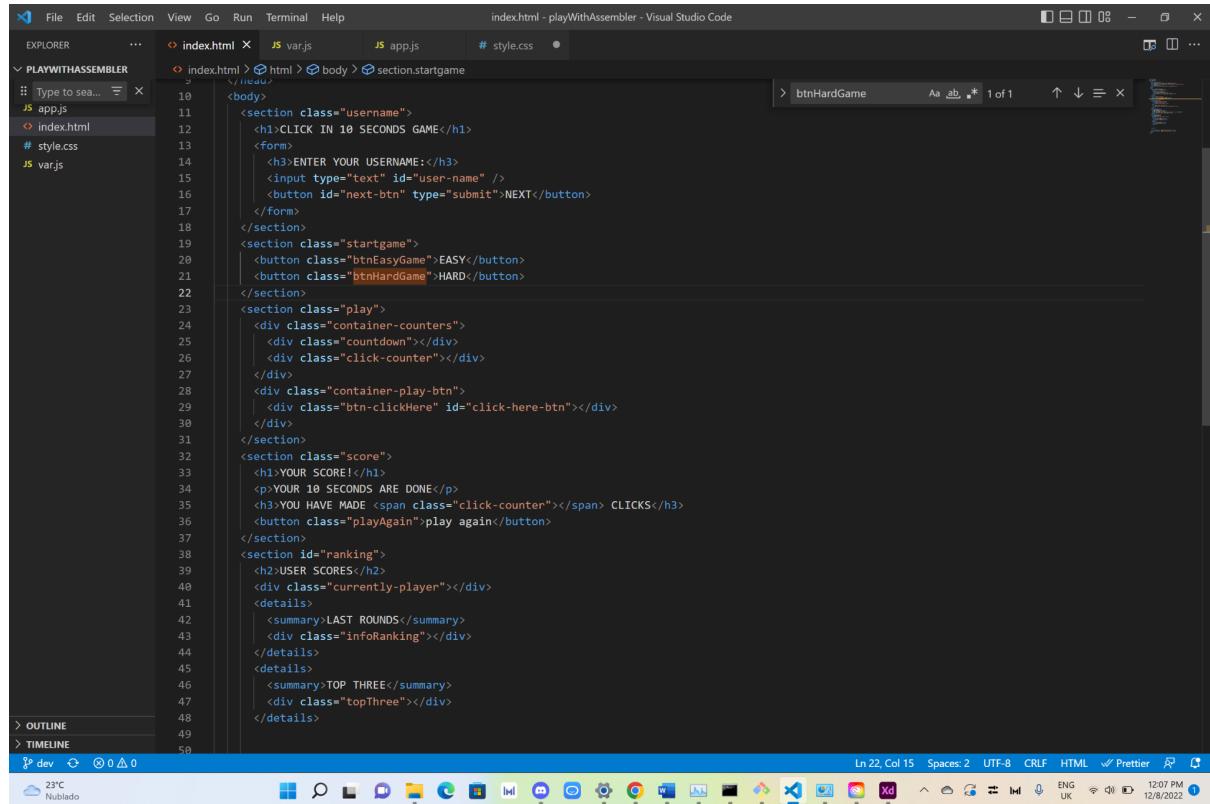
*Finally, on the last day we modified it , we created great new ideas together and it went as good as gold. From this experience, we figured out Those who plan do better than those who do not plan, even though they rarely stick to their plan.*

*If one does not understand the mistakes of past projects, then one is doomed to repeat them over and over.*

## 2. How have you decided to organize the three stages of the game that you have had to develop?

Before we started, we spent the whole Monday afternoon practicing with git and github.

In this project we started by distributing the different sections of HTML,



```
<!--index.html-->
<html>
  <head>
    <title>CLICK IN 10 SECONDS GAME</title>
    <link href="style.css" rel="stylesheet">
  </head>
  <body>
    <section class="username">
      <h1>CLICK IN 10 SECONDS GAME</h1>
      <form>
        <h3>ENTER YOUR USERNAME:</h3>
        <input type="text" id="user-name" />
        <button id="next-btn" type="submit">NEXT</button>
      </form>
    </section>
    <section class="startgame">
      <button class="btnEasyGame">EASY</button>
      <button class="btnHardGame">HARD</button>
    </section>
    <section class="play">
      <div class="container-counters">
        <div class="countdown"></div>
        <div class="click-counter"></div>
      </div>
      <div class="container-play-btn">
        <div class="btn-clickHere" id="click-here-btn"></div>
      </div>
    </section>
    <section class="score">
      <h1>YOUR SCORE!</h1>
      <p>YOUR 10 SECONDS ARE DONE</p>
      <h3>YOU HAVE MADE <span class="click-counter"></span> CLICKS</h3>
      <button class="playAgain">play again</button>
    </section>
    <section id="ranking">
      <h2>USER SCORES</h2>
      <div class="currently-player"></div>
      <details>
        <summary>LAST ROUNDS</summary>
        <div class="infoRanking"></div>
      </details>
      <details>
        <summary>TOP THREE</summary>
        <div class="topThree"></div>
      </details>
    </section>
  </body>
</html>
```

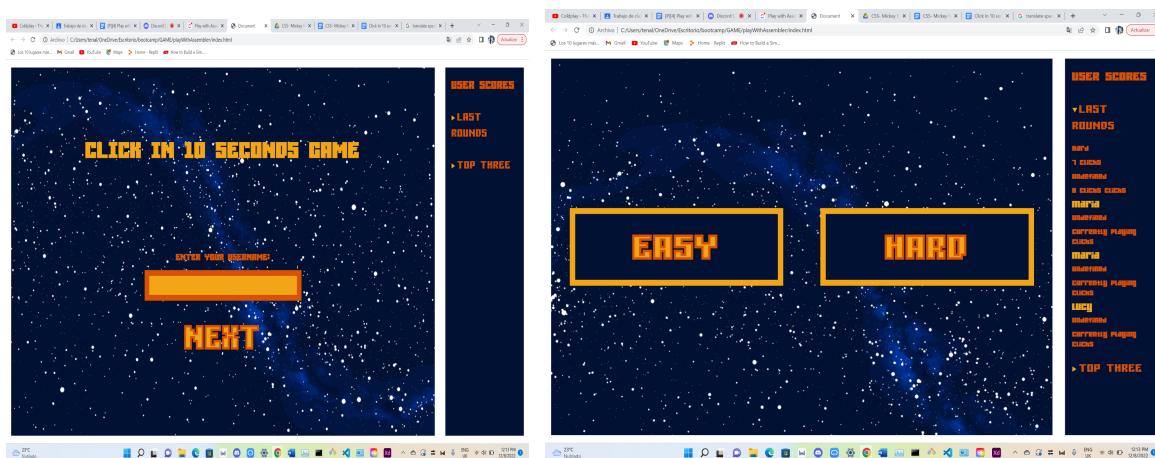
Later we decided to have Javascript functioning, JS is what cost us the most without a doubt, there have been a total of 16 functions and we also distributed them to each other, if one of us got stuck we would fix it all together.

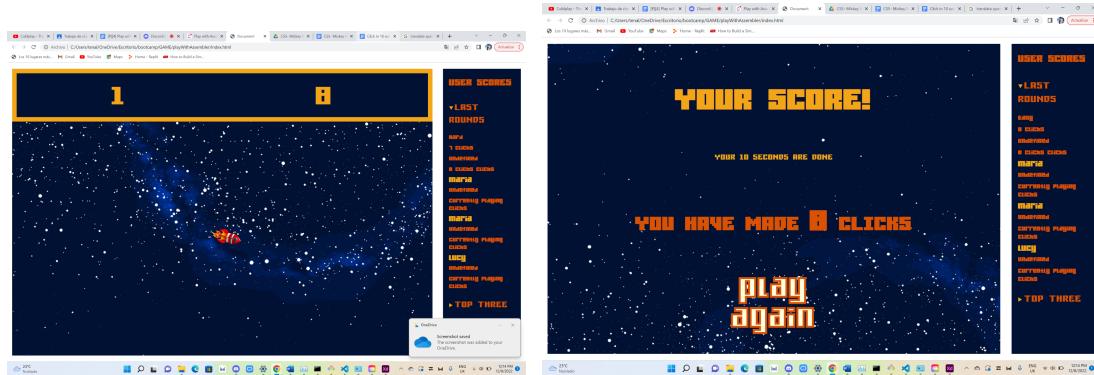
The screenshot shows a Visual Studio Code window with the following details:

- File Explorer:** Shows files: app.js, index.html, style.css, and var.js.
- Editor:** The file index.html is open, displaying the HTML code for a game. The code includes sections for user input, a timer, and a score display. It also features a 'ranking' section with details about previous rounds and top three players.
- Status Bar:** Shows file statistics: Ln 22, Col 15, Spaces: 2, UTF-8, CRLF, HTML, and a Prettier icon.
- Bottom Icons:** Includes icons for dev tools, search, file operations, and browser tabs.

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```

Finally we modeled how the game was going to be so we could get the CSS done.





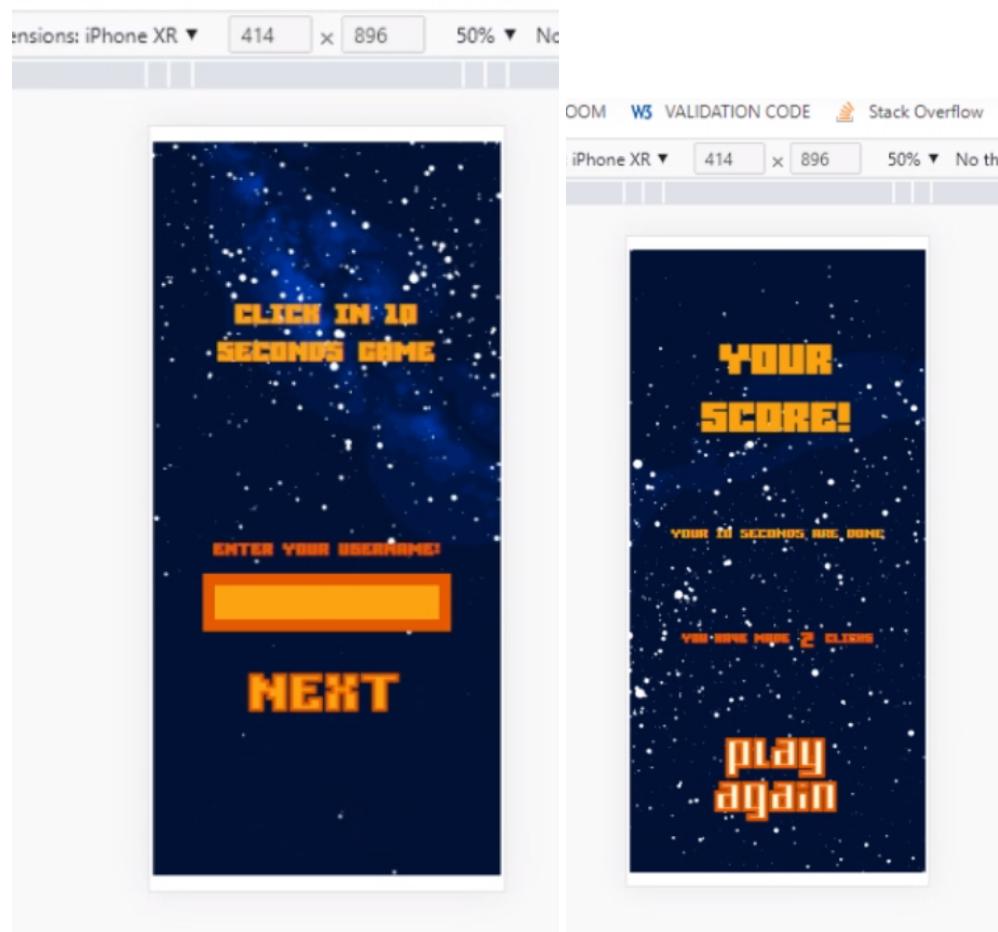
We used click-up for the distribution of tasks.

PERSONA ASIGNADA	FECHA DE VENCIMIENTO	PRIORIDAD
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U		!
AB		!
U		!
AB		!
AB		!
IT		!
U		!
AB		!
AB		!
IT		!
U		!
U		!
U		!
U		!

Esta vista tiene cambios sin guardar.  
Para guardar, presiona Ctrl + Entrar o haz clic en el botón Guardar.  
La operación de guardar actualiza la vista para todos.

Revertir Autoguardar vista Guardar Ctrl +

As we had some spare time, we proceeded to add a hard level and responsive of all pages.



Every time there were changes, we shared the screen and together we pushed to the dev branch.

The screenshot shows a Windows desktop environment with Visual Studio Code open. The code editor displays a file named 'index.html' containing HTML and CSS code for a game. The terminal window shows a git commit process:

```
tenu3@lucy MINIGAME ~ /OneDrive/Escritorio/bootcamp/GAME/playWithAssembler (dev|MERGING)
$ git add var.js
tenu3@lucy MINIGAME ~ /OneDrive/Escritorio/bootcamp/GAME/playWithAssembler (dev|MERGING)
$ git commit -m "updatesjs"
[dev 763a565] updatesjs
tenu3@lucy MINIGAME ~ /OneDrive/Escritorio/bootcamp/GAME/playWithAssembler (dev)
$ git push
Enumerating objects: 21, done.
Counting objects: 100% (20/20), done.
Delta compression using up to 20 threads
Compressing objects: 100% (18/18), done.
Writing objects: 100% (18/18), 1.82 KiB | 1.82 MiB/s, done.
Total 11 (delta 7), reused 0 (delta 0), pack-reused 0
  style.css | 86 ++++++++-----+
var.js | 14 ++++++-----+
  4 files changed, 101 insertions(+), 58 deletions(-)
```

The file explorer shows files like 'app.js', 'style.css', and 'var.js'. The status bar at the bottom indicates the file is 1204 PM on 12/8/2022.