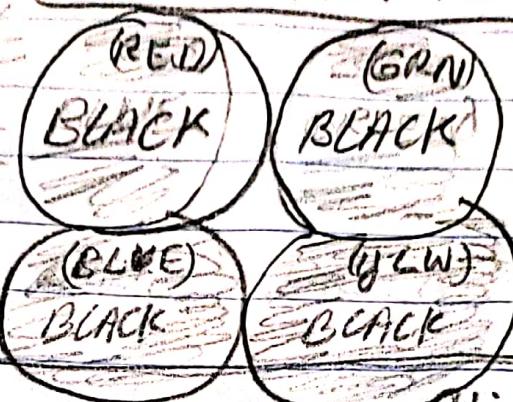


PROJECT 1 SIMON

onlick = color
onhover = color
borderColor = color

WIREFRAME

1. → [HEADER]
= [TITLE]



SECTION] [START]

Clicks: [ASIDE]

SUBMIT ATTEMPT

Lives Remaining:

Current Choices: 1. Red

NEXT LEVEL

2. Yellow
3. Blue

RESET

[MAIN]
(STATUS MSG)

3. → CORRECT! / TRY AGAIN! / GAME OVER!

Game by Amar Panjwani

[FOOTER]

1. →

2 Columns Functions
4 Rows

Functions Needed

- f. init() - start game
 - f. genNewRandColor() - pick new color & add to array
 - f. nextLevel() v. clicks = 3
 - f. checkChoices() v. livesRemaining = 3
 - f. setTimeout()
 - a. playerChoices = []
 - f. setInterval()
 - a. compChoices = []
 - f. submitAttempt()
 - e. btnRed
 - f. render()
 - e. btnBlue
 - e. btnGreen
 - e. btnYellow
 - e. btnStart
 - e. btnSubmit
 - e. btnNextLevel
 - e. btnReset
- h2 Clicks:
- h2 Lives Remaining
 - h2 Current Choices / 01

Get some gel pens!

More fun!
start w/ 1 other

goal for slow!

Problem: what can I say only
if (turn) about my switch
push to comp choices

if (.turn)
push to player choices

Toggle of "dealing" button

(Changes Text from Comp to Player)

checkAnswer

correctAnswer

already 3 from last comp Turn but still need click adds

if (first Run)

let alreadyExists

clickAlreadyBlue

Hold Blue

for

~~push = true~~

red == green

"red" "red"

jump int. other

~~Comp Pkts~~ player Turn
~~Player Pkts~~

check Answer

if (answer == true)

Next level!
Comp Pkts

Replace ~~Switch Player~~
of Next level!

NPGB1 + - [Current Selection:
 [High Score] [Which Again?]

compChoser Blue .push(Blue)
 playerChoser Blue .push(blue) check
 comp Blue + click push(pink)

[START]

Comp: Iterate thru comp choice array a, do clicks w/o push
 genRandColor()
 addCompChoice()

- Test delay for just 1 color after deleting rest?

P G B 6 B P P
 P G B 6 B P P

Adding odds to array when just
 should = false.

if (Comp's Turn AND Push new to Array)
 else if (Player's Turn AND don't push to Array)

playerTurn

P T - T F T T

Push - T F T F

T / T / F /
 F / T / F / F /

= Make pushes rep player too

= Make functions reusable - not hardcoded for
 your currently named functions
 arr. length - 1

however: [slighter color]

not hardcoded functions

Send Justin GitHub
[deliverable form] add custom font
link to game? BLOCK - 1. the impact

NEXT LEVEL

Copy should iterate thru pre-made array w/ up to 10 colors
genNewRandColor

C P G G - Y P P G Y
A P G G

P G R Y / TURN
P G P
P G B

P B B P P

P G B P B Y Y G G P Y Y B
1 2 3 4 5 6 7 8 9 10

CLEAR SELECTION

* Test wrong answers w/ 1st right, last right
* [READY] as opposed to just starting w/ refresh

Player Selector All (v1), remove
Black Background
Color Text

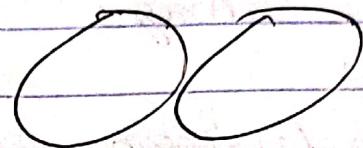
change copy sum text
to player's turn (grn)

clear Try Again clear Player Choices

Try again
Next level clear

clear Main status msg after everything

Try Again should show whole process again



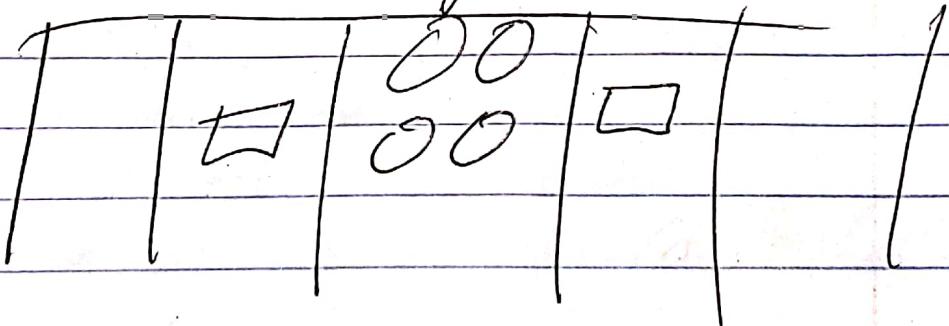
pink hotpink



196
reverse?

1 ↗ 2nd is always yellow!

yellow



6 4 P Y P P

Next level grayed out

have Next level. or

~~Y P A~~

Try Again only / show
up to be
vis. bke after
certain status
msg

clearly 64 pushed?

start

empty arrays

comp

(both tryAgain & nextLevel are not
cleared by playerChoices.
and, function
or
manually)

tryAgain

pushStatus = false;

• compTurn

clickColor

push.

compChoices = [];

playerChoices = [];

playerTurn = false;

pushStatus = false;

linesLeft = 3;

Start → init

compTurn - nothing there yet so, take them
change Turn Status

-Add Comp Choice

genRandColor

pushStatus = true // for comp

clickColor() pushes ^{new color} to array

changeTurn()

playerTurn = true;

changeTurnStatus()

delayed
filling array
after delay
b/c of
delay!

Problems:

Not clearing playerChoices of try Again or Next Level

Not pushing new color to compChoices

GAME OVER ~~comp choices = [];~~

~~comp Arr.length = 0;~~

✓ clickColor()
parameters

lives left = 0

lives = 0 \rightarrow user answer = true

✗ genRandColor()
no params

new H 3.
empty

✗ addCompChoice()
no params

reset game over flag

✓ init()
no params

compTurn()