# *Web Programming II (420-H20-HR)*

# *Assignment 3 – Storage*

Date assigned: Wednesday, April 14, 2020

Date due: **Wednesday April 28, 2020**

**Basic Rules for Assignments**

1. You MUST keep all the formatting for your code in an external CSS file. Uses classes and ids whenever possible and employ good naming standards. This will come in very handy when completing the final assignment.
2. Your JavaScript should be put into functions wherever possible and all functions should be kept in external files and linked to the html file that is using it.

**Learning Objectives**

Upon successful completion of this assignment, the student will be able to:

* Store and retrieve data

To do:

1. Create a folder named YourUserNameH20A03.
2. In this assignment you must work with the previous assignment that you completed.
3. When the user first enters your game (comes to the intro.html page) check to see if any values exist in localStorage for the game.
4. If no localStorage exists, use the form to prompt the user for his information as usual and store the information and the current date and time in localStorage.
5. If localStorage does exist, check to make sure that the fields are relevant to the game (there might be other localStorage used). If the localStorage is for the game, do NOT display the intro.html page, but skip immediately to the game.html file (use location.href).
6. In game.html, get the information from localStorage and display the person’s information as you did in the previous assignment, but now add the last time the page was visited on the next line. Such as:

Welcome back, Zert3 aka Allan McDonald (a@b.ca).   
Your phone number is: (613) 123-1234 and you live in Ottawa.  
You have $14,123 left in your bank roll.

Your last visit was April 10, 2020 at 9:13 a.m.

On the next line include “Not Allan McDonald? [Change your credentials](http://www.cnn.com/)”.

1. Update the lastVisit localStorage key to the current date and time.
2. If the user selects Change your Credentials, remove all the localStorage variables (do NOT set them to null, remove them) and display intro.html (once again location.href). With no localStorage variables, this should prompt the user to enter information into a blank form.
3. Change intro.html to store the user data to localStorage once the data has been validated. The variables must be called lastName, firstName, username, phoneNum, city, email, bankRoll and lastVisit.

Other things that you can do:

1. Using the techniques shown in class, make sure you are using event handlers effectively and using the event object where possible and necessary.
2. Make sure ALL the rules work for your game.
3. Make sure you are using graphics for your game. Add basic animation to your game play. Do NOT create the splash page at this point, but you must use the techniques shown in class to add some animation to your game play. Do not overdo it, but make things move in your game.
4. If you find “bugs” in your game play (i.e. assignment 2), fix them.
5. Test the game in a variety of conditions. Test the game of the other people doing your game.

**To submit**

When you have completed the assignment, zip the YourUserNameH20A03 folder and save it to the Moodle drive for the course.