

Midterm

Javascripting a game

Inputs for the system

We need 3 inputs for the design.

- Data input, [insert name] function.

- navigating an obstacle course.

- when you hit something you lose a life and so an object is removed from the life counter.

- when lives deplete to 0 there will be a game over screen and allow you to restart the game.

Use Case

Use case Story:

User wants to get to the end of the obstacle course.

Assumption:

The user is already on the game's page and ready to play.

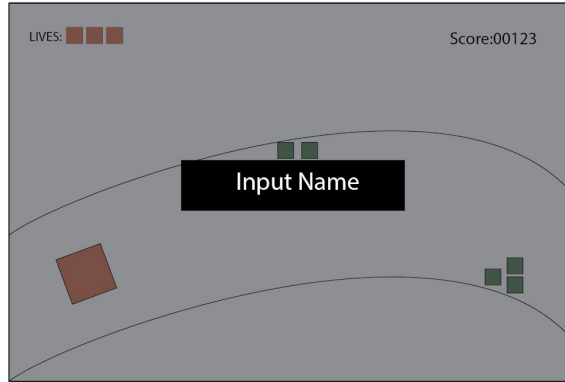
Steps:

1. User inserts name to begin
2. User touches keys to begin navigation
3. User tries to dodge objects for as long as possible
4. User hits object and loses a life
5. User has 3 lives
6. User depletes lives and game ends
7. User may press restart to begin again.

Variable Interactions

1. User presses the refresh button on page to start over.
2. User's keys don't work properly
3. User isn't sure how the controls work.

Mock-ups



Start the Game by putting your name in the box

Game over when you lose all
of your lives

