*<!--index.html-->*

<!DOCTYPE html>

# <html lang="en"> <head> <title>Maths Game</title>

<meta charset="utf-8">

<meta name="viewport" content="width=device-width, initial-scale=1, user-scalable=yes">

<link rel="stylesheet" href="styling.css">

</head>

# <body>

<div id="container">

<div id="score">

# Score: <span id="scorevalue">0</span> </div>

<div id="correct">

Correct

# </div>

<div id="wrong">

Try again

</div>

<div id="question">

# </div>

<div id="instruction">

Click on the correct answer

</div>

<div id="choices">

# <div id="box1" class="box"></div> <div id="box2" class="box"></div> <div id="box3" class="box"></div>

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| --- |
| <div id="box4" class="box"></div>  </div>  <div id="startreset">  Start Game  </div>  <div id="timeremaining"> Time remaining: <span id="timeremainingvalue">60</span> sec  </div>  <div id="gameOver">    </div>  </div>  <script src="javascript.js"></script>  </body>  </html> |

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| --- |
| */\*styling.css\*/* html{  height: 100%;  background: radial-gradient(circle, #fff, #ccc); background: -webkit-radial-gradient(circle, #fff,  #ccc);  background: -o-radial-gradient(circle, #fff, #ccc); background: -moz-radial-gradient(circle, #fff, #ccc);  } |

#container{ height: 400px; width: 550px; background-color: #9DD2EA; margin: 100px auto; padding: 20px; border-radius: 10px; box-shadow: 0px 4px 0px 0px #009de4; -moz-box-shadow: 0px 4px 0px 0px #009de4;

-webkit-box-shadow: 0px 4px 0px 0px #009de4; */\* box-shadow: [horizontal offset] [vertical offset] [blur radius] [optional spread radius] [color]\*/* position: relative;

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| }  #score{  background-color: #F1FF92; color: #888E5F; padding: 11px; position: absolute; left: 500px; box-shadow: 0px 4px 0px #9da853; -moz-box-shadow: 0px 4px 0px #9da853;  -webkit-box-shadow: 0px 4px 0px #9da853;  }    #correct{  position: absolute; left: 260px;  background-color: #42e252; color: white; padding: 11px; display: none;  }  #wrong{  position: absolute; left: 250px;  background-color: #de401a; color: white; padding: 11px; display: none; |

}

#question{ width: 450px; height: 150px; margin: 50px auto 10px auto; background-color: #9DA0EA;

box-shadow: 0px 4px #535aa8; -moz-box-shadow: 0px 4px #535aa8;

-webkit-box-shadow: 0px 4px #535aa8; font-size: 100px; text-align: center; font-family: cursive, sans-serif;

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| color: black;  }    #instruction{ width: 450px; height: 50px;  background-color: #B481D9; margin: 10px auto; text-align: center; line-height: 45px;  box-shadow: 0px 4px #8153a8; -moz-box-shadow: 0px 4px #8153a8;  -webkit-box-shadow: 0px 4px #8153a8;  }    #choices{ width: 450px; height: 100px; margin: 5px auto;  }  .box{  width: 85px; height: 85px;  background-color: white; float: left; margin-right: 36px; border-radius: 3px; cursor: pointer;  box-shadow: 0px 4px rgba(0, 0, 0, 0.2); -moz-box-shadow: 0px 4px rgba(0, 0, 0, 0.2);  -webkit-box-shadow: 0px 4px rgba(0, 0, 0, 0.2); |

text-align: center; line-height: 80px; position: relative; transition: all 0.2s; -webkit-transition: all 0.2s;

-moz-transition: all 0.2s;

-o-transition: all 0.2s;

-ms-transition: all 0.2s;

}

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| .box:hover, #startreset:hover{  */\* background-color: #9C89F6;\*/*  */\* color: white;\*/*  */\* box-shadow: 0px 4px #6b54d3;\*/*  */\* -moz-box-shadow: 0px 4px #6b54d3;\*/*  */\* -webkit-box-shadow: 0px 4px #6b54d3;\*/*  }    .box:active, #startreset:active{ background-color: #9C89F6; color: white; box-shadow: 0px 0px #6b54d3; -moz-box-shadow: 0px 0px #6b54d3; -webkit-box-shadow: 0px 0px #6b54d3; top: 4px;  } #box4{  margin-right: 0;  }    #startreset{ width: 78px; padding: 10px; background-color: rgba(255,255,255,0.5); margin: 0 auto; border-radius: 3px; cursor: pointer;  box-shadow: 0px 4px rgba(0, 0, 0, 0.2); -moz-box-shadow: 0px 4px rgba(0, 0, 0, 0.2); -webkit-box-shadow: 0px 4px rgba(0, 0, 0, 0.2); text-align: center; position: relative; |

transition: all 0.2s; -webkit-transition: all 0.2s;

-moz-transition: all 0.2s;

-o-transition: all 0.2s; -ms-transition: all 0.2s;

}

#timeremaining{ width: 152px; padding: 10px;

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| position: absolute; top: 395px; left: 400px;  background-color: rgba(181, 235, 36, 0.8); border-radius: 3px;  box-shadow: 0px 4px rgba(0, 0, 0, 0.2); -moz-box-shadow: 0px 4px rgba(0, 0, 0, 0.2);  -webkit-box-shadow: 0px 4px rgba(0, 0, 0, 0.2);  */\* visibility: hidden;\*/* display: none;  }    #gameOver{ height: 200px; width: 500px;  background: linear-gradient(#F3CA6B, #F3706C); background: -webkit-linear-gradient(#F3CA6B, #F3706C); background: -o-linear-gradient(#F3CA6B, #F3706C); background: -moz-linear-gradient(#F3CA6B, #F3706C); color: white; font-size: 2.5em; text-align: center; text-transform: uppercase; position: absolute; top: 100px; left: 45px; z-index: 2; display: none;    } |

*//javascript.js* var playing = false; var score;

var action; var timeremaining; var correctAnswer;

*//if we click on the start/reset* document.getElementById("startreset").onclick =

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| function(){    *//if we are playing*    if(playing == true){    location.reload(); *//reload page*    }else{*//if we are not playing*    *//change mode to playing*    playing = true;    *//set score to 0*  score = 0;  document.getElementById("scorevalue").innerHTML = score;    *//show countdown box*    show("timeremaining"); timeremaining = 60;  document.getElementById("timeremainingvalue").innerHTML = timeremaining;    *//hide game over box*    hide("gameOver");    *//change button to reset*  document.getElementById("startreset").innerHTML = |

"Reset Game";

*//start countdown*  startCountdown();

*//generate a new Q&A*

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| generateQA();  }    }    *//Clicking on an answer box*    for(i=1; i<5; i++){  document.getElementById("box"+i).onclick = function(){  *//check if we are playing*  if(playing == true){*//yes*  if(this.innerHTML == correctAnswer){  *//correct answer*    *//increase score by 1*  score++;    document.getElementById("scorevalue").innerHTML = score; *//hide wrong box and show correct box*  hide("wrong"); show("correct"); setTimeout(function(){ hide("correct");  }, 1000);    *//Generate new Q&A*    generateQA(); }else{  *//wrong answer*  hide("correct"); show("wrong"); setTimeout(function(){ hide("wrong"); |

}, 1000);

}

}

}

}

*//if we click on answer box*  *//if we are playing*  *//correct?*

|  |
| --- |
| *//yes*  *//increase score*  *//show correct box for 1sec*  *//generate new Q&A*  *//no*  *//show try again box for 1sec*      *//functions*    *//start counter*    function startCountdown(){ action = setInterval(function(){ timeremaining -= 1;    document.getElementById("timeremainingvalue").innerHTML = timeremaining;  if(timeremaining == 0){*// game over*  stopCountdown(); show("gameOver");  document.getElementById("gameOver").innerHTML = "<p>Game over!</p><p>Your score is " + score + ".</p>"; hide("timeremaining"); hide("correct"); hide("wrong"); playing = false;    document.getElementById("startreset").innerHTML = "Start  Game";  }  }, 1000);  } |

*//stop counter*

function stopCountdown(){ clearInterval(action);

}

*//hide an element*

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| function hide(Id){  document.getElementById(Id).style.display = "none";  }    *//show an element*    function show(Id){  document.getElementById(Id).style.display = "block";  }    *//generate question and multiple answers*    function generateQA(){  var x = 1+ Math.round(9\*Math.random()); var y = 1+ Math.round(9\*Math.random()); correctAnswer = x\*y;  document.getElementById("question").innerHTML = x +  "x" + y;  var correctPosition = 1+ Math.round(3\*Math.random());  document.getElementById("box"+correctPosition).innerHTML = correctAnswer; *//fill one box with the correct answer*  *//fill other boxes with wrong answers*  var answers = [correctAnswer];    for(i=1; i<5; i++){  if(i != correctPosition) { var wrongAnswer; do{ wrongAnswer = (1+  Math.round(9\*Math.random()))\*(1+  Math.round(9\*Math.random())); *//a wrong answer*  }while(answers.indexOf(wrongAnswer)>-1) |

document.getElementById("box"+i).innerHTML = wrongAnswer;

answers.push(wrongAnswer);

}

}

}