

## Individual project 1

Due: **18 and 19 Jan** in Lab (second lab of each set, in person)

Complete the Whac-A-Mole game you started in labs by connecting it to MySQL DB using PHP to:

- At the beginning asks the name of the user.
- Displays user who obtained the highest score (top right corner with the obtained score)
- Places an image in random locations of the window every 0.7 seconds, clicking on which would give the user one score up.
- Displays the current obtained score at the top left corner (styled with Bootstrap)
- Place a styled stop button at top centre clicking on which ends the game and stores current score/name in db.
- Clicking on the image would change the image (for 0.2 seconds) to feedback the user that he/she managed clicking on the image
- Optional: For the same purpose play a very short sound upon click
- Deliver your work to your instructor during the second lab of this week.