

Year 8 IST Assignment One Semester Two (30%)

Name:

Marking Criteria:

Item	Mark	Total
JavaScript Logic (14 marks)		
Generates a random number between 1 – 10 inclusive and stores in a variable.	2	
When the player clicks “Start the Game” the game commences:	1	
• Prompts the user to enter a guess and stores the guess in a variable.	1	
• Cancel button clicked > game exits.	1	
• Checks the guess against the random number.	1	
• Guess is incorrect:	-	
o Blank guess > “Please enter a number” message.	1	
o Too high > “Your guess is too high” message.	1	
o Too low > “Your guess is too low” message.	1	
o In all cases, the player is prompted for another guess.	1	
• Guess is correct:	-	
o “Congratulations, you guessed the correct number in ... guess/es” message.	1	
o Correctly tracked the number of guesses.	2	
o Game exits.	1	
JavaScript Code Formatting (6 marks)		
• Commenting of code – explaining the purpose of the code.	3	
• File organization and naming – reflecting the purpose of the file	1	
• Variable naming – reflecting the purpose of the variable using camelCase.	1	
• Code formatting – indentation, whitespace	1	
Enhancements (10 marks)		
• CSS styling	2	
• Input validation	2	
• Difficulty level selection and implementation	2	
• Disallow guessing the same number twice	2	
• User interacts with the game using DOM elements (text inputs/outputs & buttons) instead of prompt and alert boxes	2	
TOTAL	30	

Comments: