

Year 9 IST Assignment One Semester Two (30%)

Name:

Marking Criteria:

Item	Mark	Total
JavaScript Logic (23 marks)		
Generates a random number between 1 – 10 inclusive and stores in a variable.	3	
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.	3	
• Cancel button clicked → game exits.	2	
• Checks the guess against the random number.	2	
• Guess is incorrect:	-	
○ Blank guess → “Please enter a number” message.	2	
○ Too high → “Your guess is too high” message.	2	
○ Too low → “Your guess is too low” message.	2	
○ In all cases, the player is prompted for another guess.	1	
• Guess is correct:	-	
○ “Congratulations, you guessed the correct number in ... guess/es” message.	2	
○ Correctly tracked the number of guesses.	2	
○ Game exits.	1	
JavaScript Code Formatting (7 marks)		
• Commenting of code – explaining the purpose of the code.	2	
• Variable naming – reflecting the purpose of the variable using camelCase.	2	
• Code formatting – indentation, whitespace	3	
TOTAL	30	

Extension/Bonus Activities		
CSS styling	1	
Input validation	1	
Difficulty level selection and implementation	1	
Disallow guessing the same number twice	1	

Comments: