

Year 8 IST Assignment One Semester Two (30%)

Marking Criteria:	Mark	Total
JavaScript Logic (18 marks)		
Includes all required HTML elements (start button, input, guess button, labels)	2	
Includes all required HTML attributes (id, onclick, type, disabled)	2	
Includes global variables for storing the answer and guess count, set to 0	1	
When the start game button is clicked:	-	
o Generates a random number between 1 – 10 inclusive, stored in the global variable.	1	
o Start button is disabled, and input and guess buttons are enabled	1	
o Result label displays “You have started a new game!”	1	
o Label displays the guess count of 0	1	
• When the guess button is clicked:	-	
o Blank guess/invalid input > update label to display “Please enter a number”.	1	
o Valid input > Increment and display the number of guesses	1	
o Check the guess against the random number.	1	
• Guess is incorrect:	-	
o Too high > update label to display “Your guess is too high”.	1	
o Too low > update label to display “Your guess is too low”.	1	
• Guess is correct:	-	
o Update label to display “Congratulations, you guessed the correct number!”	1	
o Start button is enabled, and input and guess buttons are disabled	1	
• When a new game is started	-	
o Guess count is reset to 0 and displayed	1	
o A new random number is generated	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 (6 marks)		
• Input validation -if the user does not enter a number which is between 1 — 10 then the "Please enter a valid number" message should appear.	2	
• Disallow guessing the same number twice - You need to keep track of what the player has previously guessed. If they guess that number again then display a message saying "You have guessed this number before. Please try a different number."	2	
• Difficulty levels - a drop-down control on the main web page allowing the player to select a difficulty level for the game. Depending on the level selected, a different range should be used for the random number generation. The game should work on the same page.	2	
Penalties		
• Use of alerts and prompts	- 2	
• Use of Comic Sans MS	- 2	
TOTAL	30	