Year 8 IST Assignment One Semester Two (30%)

Marking Criteria:	Mark	Total
JavaScript Logic (18 marks)		
When the player clicks "Start the Game" the game commences:	1	
o Generates a random number between 1 – 10 inclusive and stores in a **variable**.	1	
o Retrieve the value from the text input	1	
• Allow user to enter a guess via a **text input**	1	
• Create a guess/ok and restart/cancel **button**	1	
• Create a **label** to display guess message	1	
• Create a **label** and **variable** to display the number of guesses	1	
• When the guess/ok button is clicked**:**	-	
o Retrieve the value from the text input	1	
o Increment and display the number of guesses	2	
o Check the guess against the random number.	1	
• Guess is incorrect:	-	
o Blank guess/invalid input > update label to display "Please enter a number".	1	
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	
• When the restart/cancel button is clicked:	-	
o All variables, labels and text inputs are reset to their initial values	2	
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	
• Difficulty level selection and implementation - 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.	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	
Penalties		
• Use of **alerts** and **prompts**	- 2	
• Use of Comic Sans MS	- 2	
TOTAL	**30**	