

CS 326 – Project #5

Purpose: Become familiar with JavaScript syntax, data types, and control structures. Additionally, increase experience with basic HTML.

Due: Wednesday (10/02)

Points: 125 (75 base, 50 for customization's)

Assignment:

Create a JavaScript program to play a game in which the user tries to click on a small moving icon that jumps randomly around a defined box on the screen. The program must include:

- start and stop buttons
- ability to change the jump speed
- hits counter
- position (x,y) of icon

Create an HTML file, including the JavaScript functions.



Refer to the example for the basic general layout.

The speed value should be valid and between 100 and 10,000. The field must be error checked. The layout must include your name, appropriate titles, and usage instructions.

You are expected to add some extra customization's (beyond the basic example shown). This might include one or more of the following: new/different graphic, adding sound(s), improving the layout, better colors scheme, or maybe a new more challenging level.

Submission:

- 1) Submit a copy of the JavaScript/HTML source file. Include any images and/or sounds files as necessary.

Example:

Below is a rough, incomplete example of the program. You are not required to use these colors, fonts, or table layout/sizes. Choose something that looks reasonable. You may use any icon you desire.

