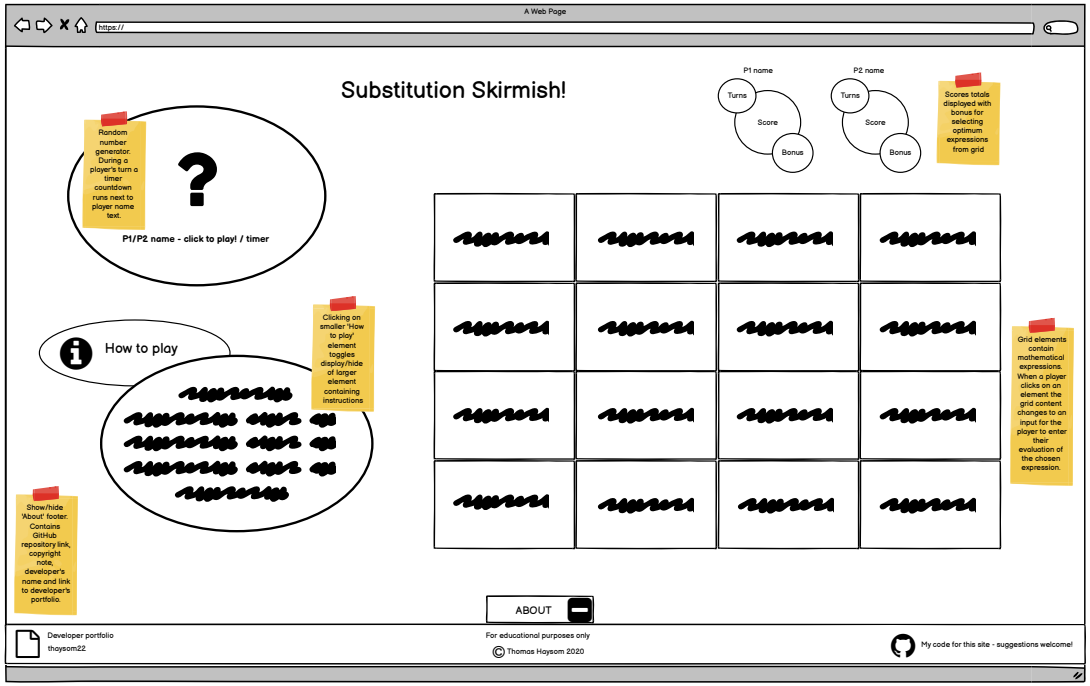
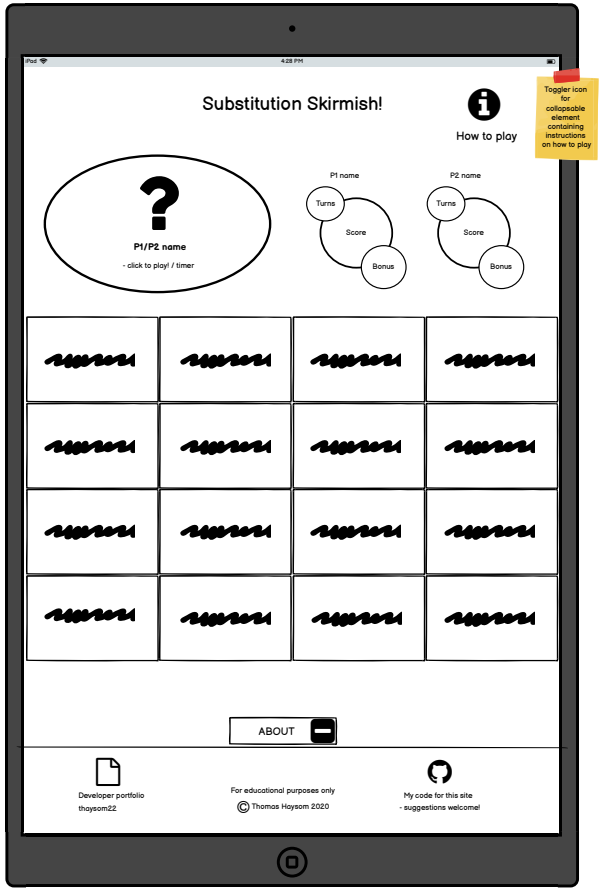
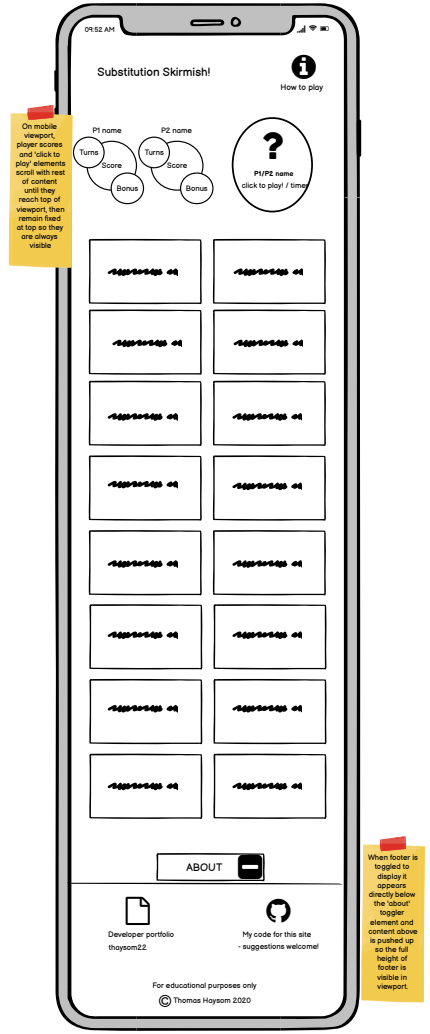
Gameboard



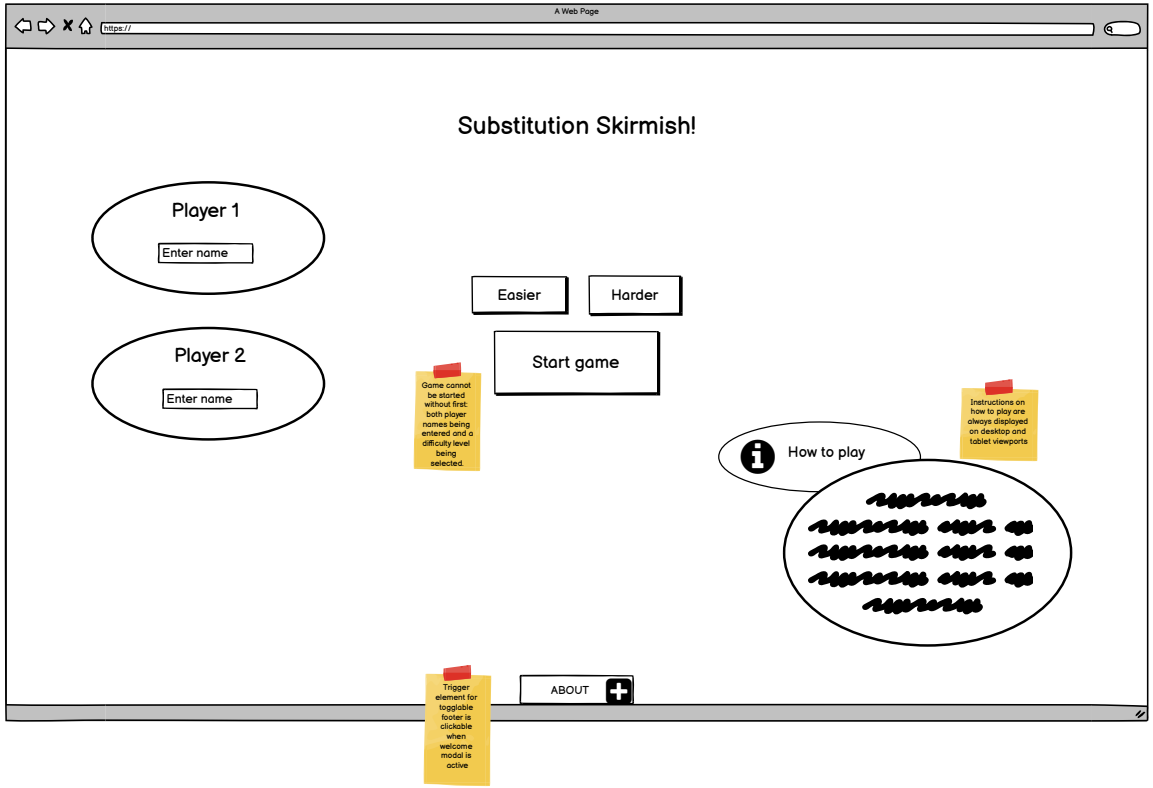


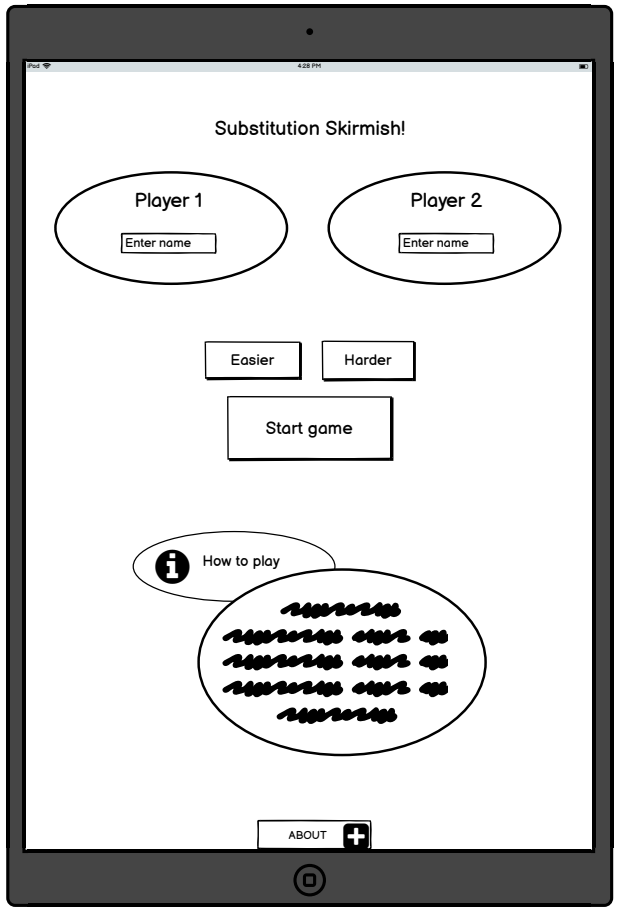


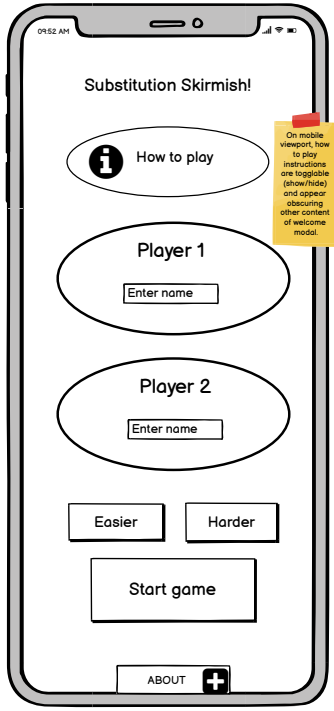
Main gameboard page

- 'How to play' with info icon element toggles display on/off for instructions which appear in modal overlay with rest of content blurred/obscured
- 'Click to play' with question mark icon element generates a random number which displays in place of the question mark icon during each player's turn and which is used to evaulate chosen expression from grid. A countdown timer is displayed next to current player's name which starts once random number is generated.
- Once an expression is chosen by a player and confirmed by evaluating it, then the number of turns remaining counter for player decrements by 1
- On loading url of page a welcome modal is displayed (see separate wireframe) and gameboard content is blurred/obscured
- When game is over (turns remianing = 0) a final score modal is displayed (see separate wireframe)

Welcome modal



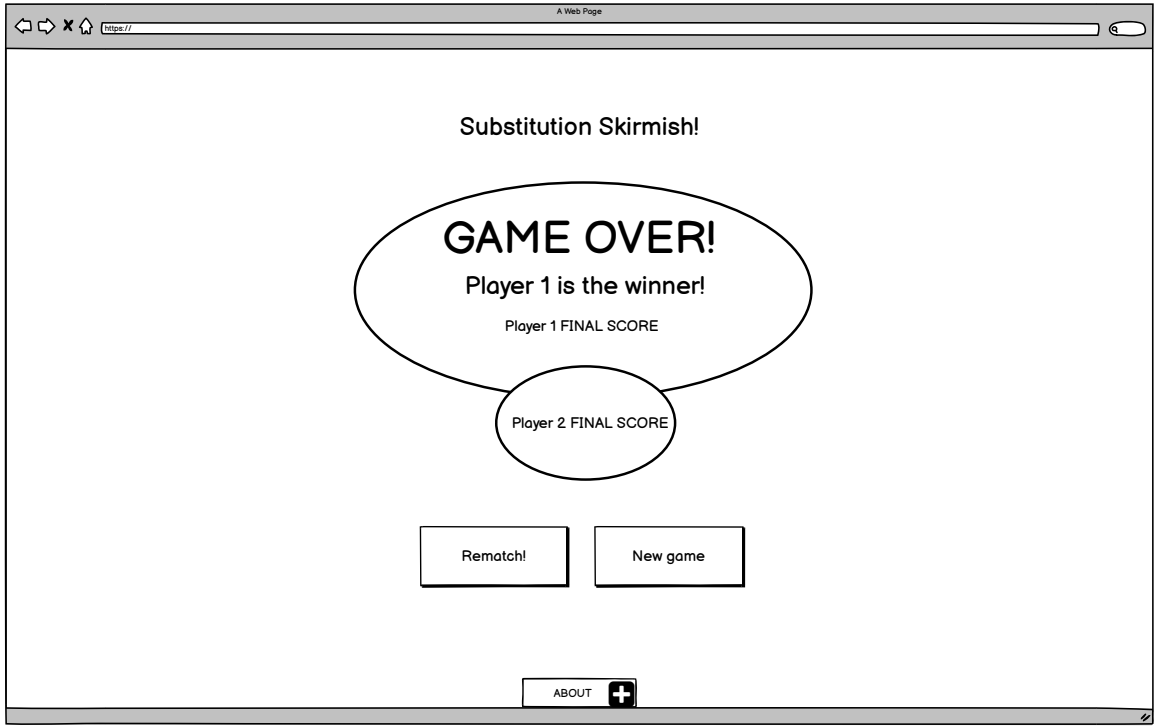


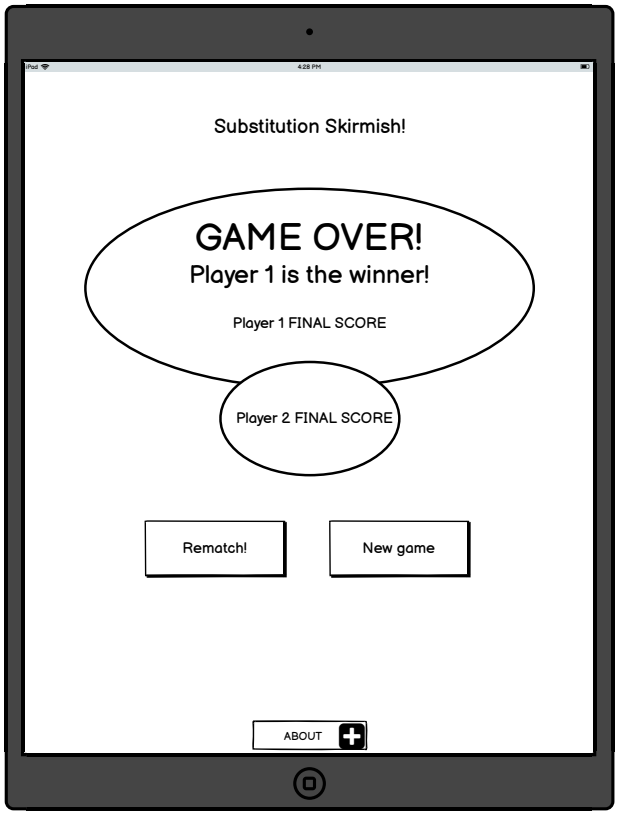


Welcome modal

- How to play instructional content is permentantly displayed on desktop/tablet viewports, but is togglable (show/hide) on mobileview.
- Player names must be input before start game button is active. Player names can be a maximum of 10 characters long.
- Player names are stored and the difficulty level chosen (for rematch option from game over modal).

Game over modal





Game over modal

- Winner and runner-up final scores are displayed (with time bonuses included in calculation).
- Rematch button closes modal and displays main page (without welcome modal) with new values in gameboard grid elements and same difficulty as previous game played.
- New game button displays main page with welcome modal open for new player names to be entered and difficulty level to be chosen again.