

What's my number?

Game design
Javascript workshop

Introduction

- Javascript syntax recap
- Project introduction

Javascript syntax recap

- What is Javascript?
- `var = value or function;`
- `function(variables) {
 do something with the variables;
};`
- Operators
 - < smaller than
 - == equal to
 - > greater than

Project Introduction

- 'What's my number?' number guessing game

Section 1: Winning condition

- When does the player win?
- Implement using the if-statement:
 if (homework == done) {
 play_outside;
 }

Section 1 Answer

```
if (guess == randomNumber) {  
    document.getElementById("message").innerHTML= "It took  
you " +guessCount+ " guesses";  
    return; // prevents saying 'ran out' if guessed in last round  
}
```

Section 2: Losing condition

- When does the player loose a round?
- Implement using the else if statement:

```
if (homework == done) {  
    play_outside;  
} else if (need_help == true) {  
    ask_mom_or_dad_for_help;  
} else {  
    do_homework;  
};
```

Section 2 Answer

```
if (guess == randomNumber) {  
    document.getElementById("message").innerHTML= "It took you " +guessCount+ " guesses";  
    return; // prevents saying 'ran out' if guessed in last round  
} else if (guess < randomNumber) {  
    document.getElementById("message").innerHTML= "Guess again. The number is higher  
than "+guess;  
} else {  
    document.getElementById("message").innerHTML= "Guess again. The number is lower than  
"+guess;  
}  
guessCount += 1;
```


Section 3: Game end

- When does the entire game end?
- Implement using an if-statement:
 if (homework == done) {
 play_outside;
 };

Section 3 Answer

```
if (guessCount >= MAX_GUESSES) {  
    document.getElementById("message").innerHTML= "Sorry,  
you ran out of guesses. The number was " + randomNumber;  
    document.getElementById("game").style.visibility="hidden";  
}
```

Section 4: Expand/customize

- Change the range for guesses to 1-1000. On the web page, tell the player what the range is.
- Use constants to set the range and to give better messages to the player (f.e. “Your guess is lower than the correct number, but is in range.”)
- Change the name of the variable 'guess' to 'playerGuess'
- The player can type in anything, also “zombies”. Use Javascript's `parseInt` function to convert any guess into a number.
- Change the styling of the page

Let another player play your game and fix any bugs they find.