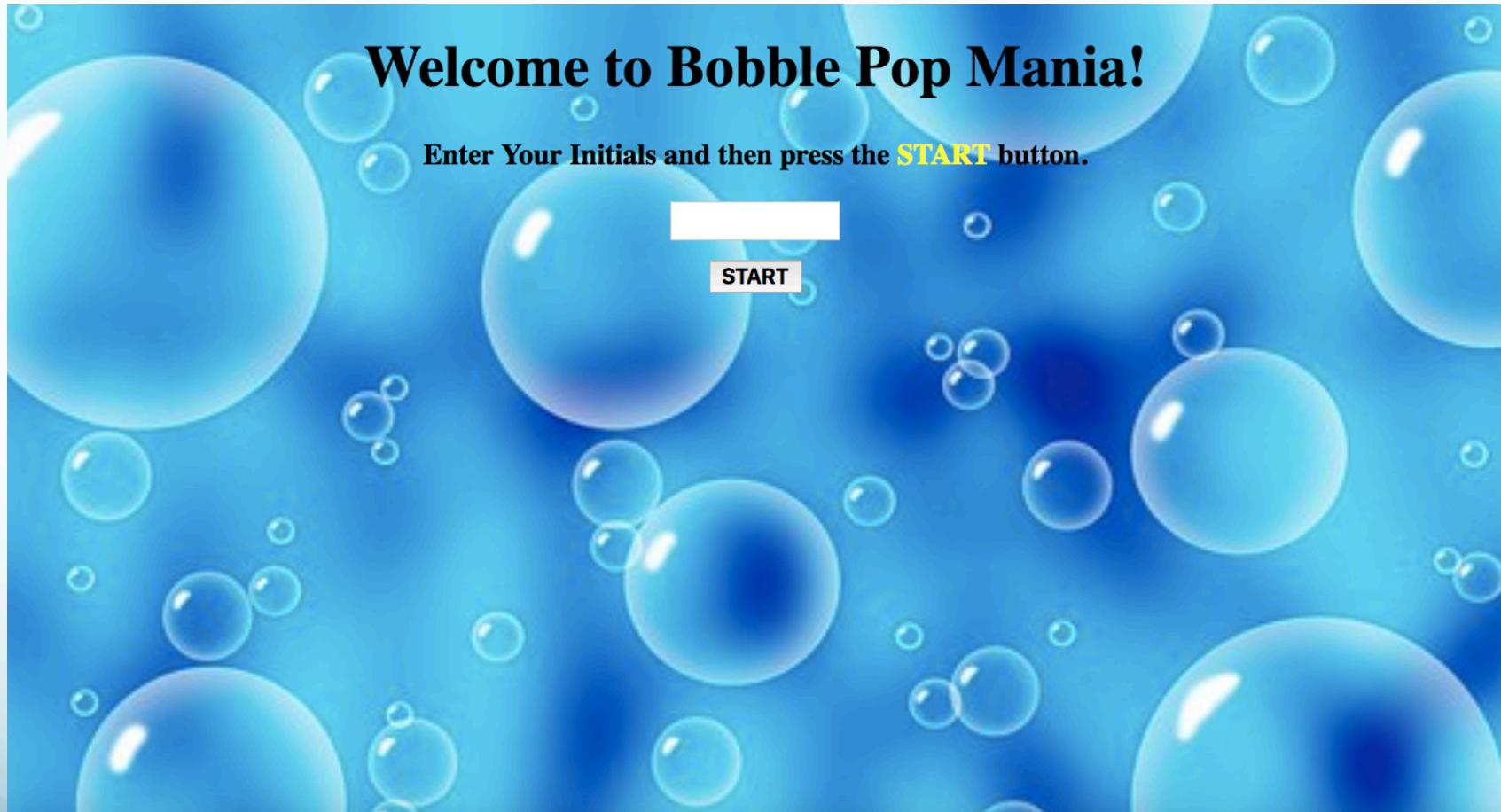


Project 1 – Bubble Pop Mania

By Diane Stukes
WDI – Rover-Spirit

Landing Page



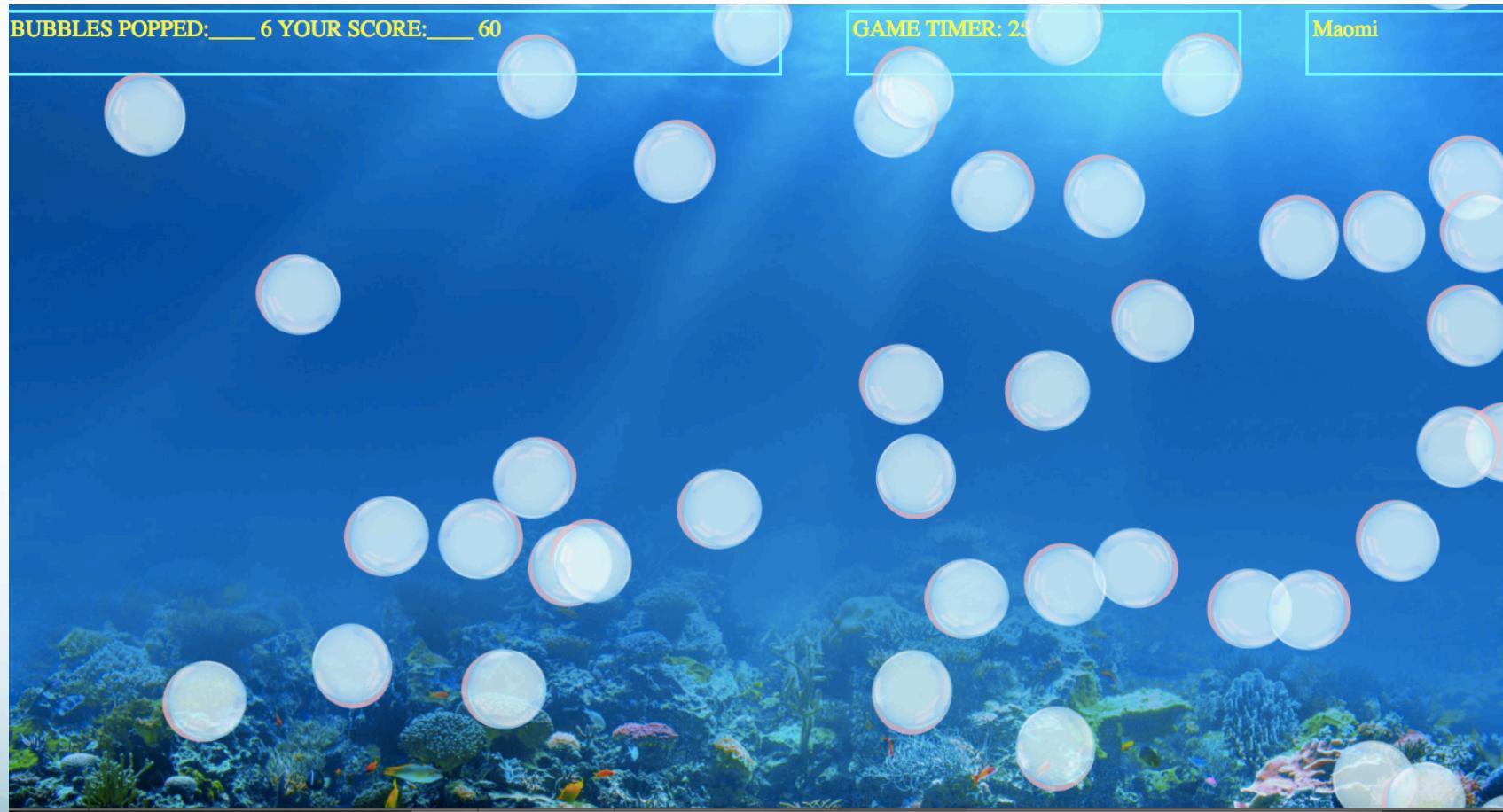
User Story Board

- **Theme:** Clear target bubble shapes from screen via mouse pointer click.
-
- **Basic Setup:** 3 Levels, 3 life values per game.
-
- Level 1: Pop all bubbles to clear the screen
- Level 2: Pop only clear bubbles; color bubbles will release toxins into the air!
- Level 3: Use acquired skills to destroy falling meteors and save the world!

User Story Board - Level 1

- **Level 1:**
- Animation-Floating bubbles, uniform color , shape is replaced with popped image, pop sound is played, when shape is clicked. Game is on timer. If player runs out of time, player loses one life value.
- **Transition:** If player wins level, score is posted and a door appears to click and advance to next level.
(Alternative: A splash screen could appear and then the next level could begin.)

Game Level 1



Win Logic

BUBBLES POPPED: ___ 20 YOUR SCORE: ___ 200

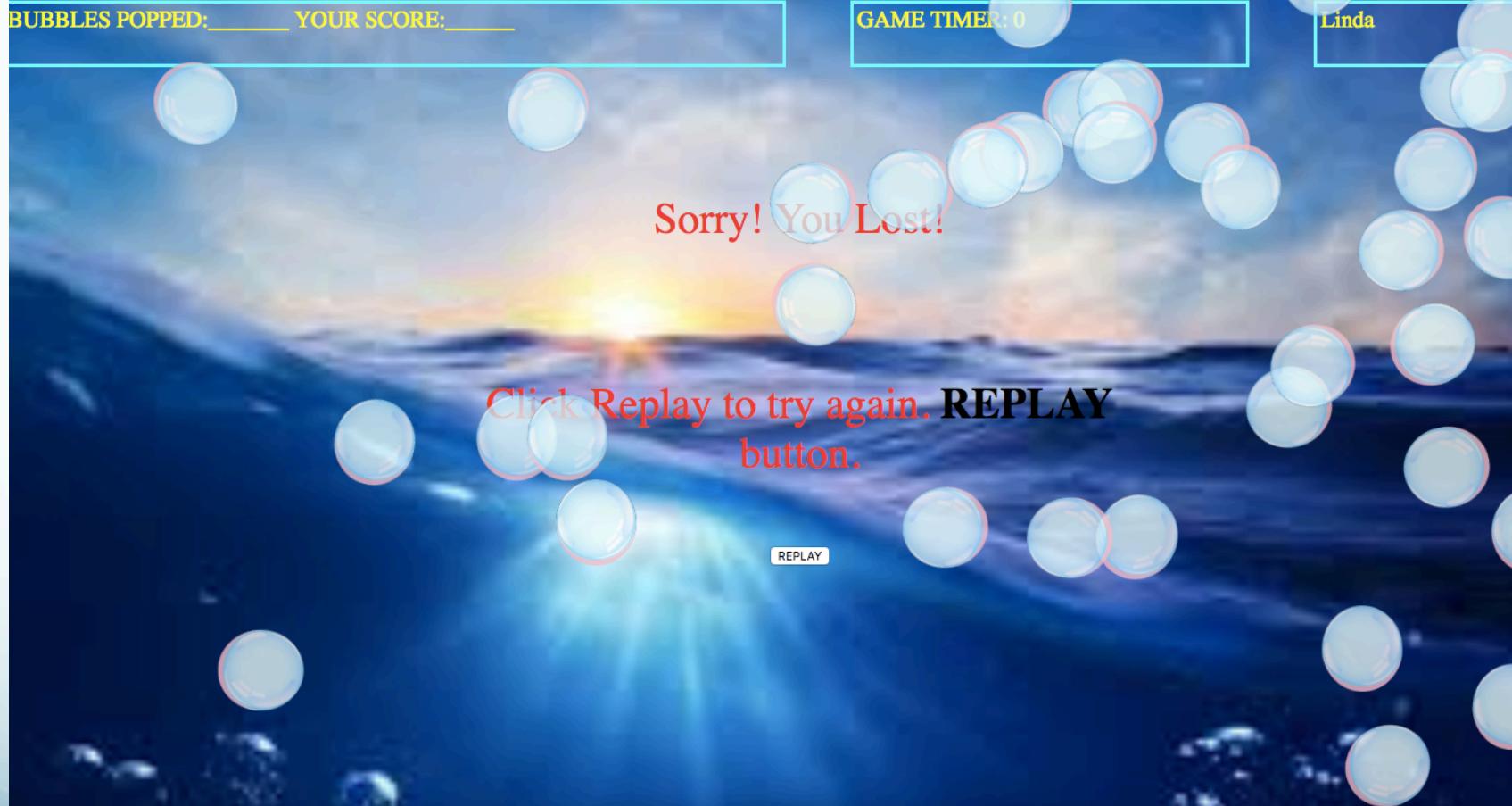
GAME TIMER: 5

Maomi

Congratulations! You
Won!

Click Replay to play
again. **REPLAY** button.

Lose Logic



HTML Techniques

- DIV, P tags (Intro, Win and Lose msgs)
- DIV nesting
- Class application to DIVs
- Form input and submit button
- Replay Button using - Windows Reload (reset)

CSS Techniques

- KeyFrames Animation – Translate X and Y
- Z index – depth creation
- Flex Display Method – using flex direction row

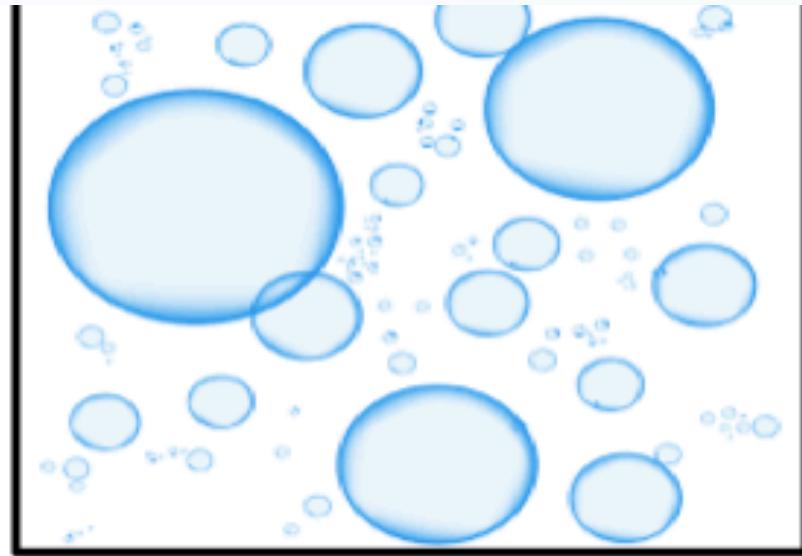
DOM Manipulation Using jQuery

- Element Selection
- Show and Hide methods
- Add/Remove Class methods – swap backgrounds
- Set Time Interval
- For Loop
- Randomization of position and timing using Math Floor and Math Random

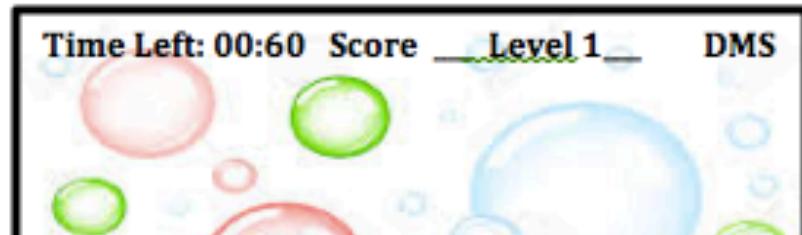
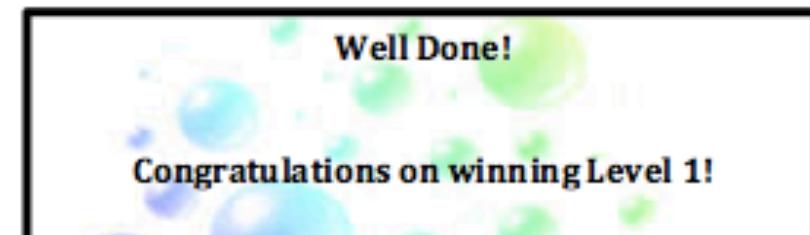
Projected Game Play & Transition



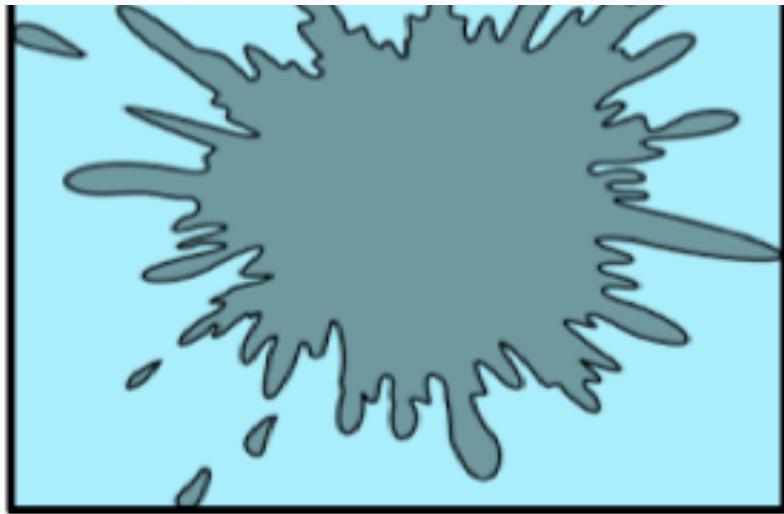
Frame 3 – Level Transition Page



Frame 4 – Level 2 – Avoid Toxic Bubbles!



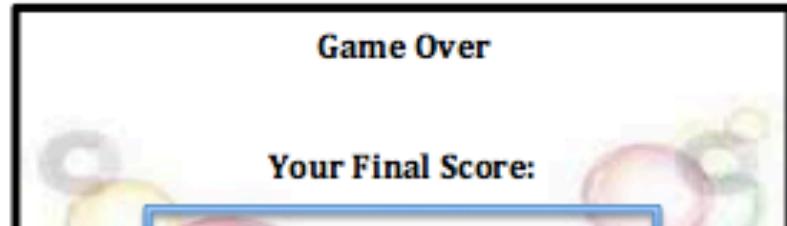
Projected Advanced Game Play



Frame 7 – Level 3 - Save the Earth!



Frame 8 – Game Over, Final Score, Reset



Constraints

- Time
- Health