



CTIS 255
WEB TECHNOLOGIES 1
Fall 2022-2023
PROJECT
by Serkan GENÇ

CTIS

Deadline: 25 Dec 2021, 23:59
Submission: Through Moodle
Teamwork: No grouping, ***individual work***
Filename: Name_Surname.zip

SUBJECT

You will implement a game using HTML, CSS, Javascript and jQuery (*don't use DOM API and/or Canvas API*). The game is a simple version of "Words of Wonders" mobile game. With the given letters, you will find words that exist in the puzzle. There are three main parts in the game. At the bottom of the page, there is a widget to enter letters of the words. By clicking the mouse left button, a letter is selected, and appended to the current word. The selected letter is highlighted and cannot be selected again. In the middle of the widget, an shuffle icon is shown. If you click on it, it shuffles the letters. After starting a word, you cannot shuffle the letters. If you enter a word in the solution, it shows in the puzzle part. The last part is represented by an "bulb" icon, which reveals all letters in the puzzle. Do not forget to **watch the given video file**. You can use jquery UI library for extended jQuery animations such as "shake", "bounce", etc.

Grading Criteria:

1. **(5Pts)** Create a game area with your favorite background. You can use any layout/size for the game. I used "450x900" pixel area. Write your name and lastname at the top of the page. You can use google, font awesome and similar font libraries for texts and icons.
2. **(10Pts)** Use at least 5 words with varying lengths. You can use Turkish words if you wish. The puzzle area is composed of 5x6 blocks. However, you can use bigger puzzle size. Use your own words and puzzle shape. You cannot use your friend's puzzle or it will be taken as cheating.
3. **(40Pts)** Input Widget at the bottom
 - a. **(5Pts)** Circular widget will have 5 or 6 letters. Place them accordingly.
 - b. **(10Pts)** Place a shuffle icon in the middle. It shuffles the positions of letters.
 - c. **(5Pts)** Clicking a letter with mouse left button selects the letters of the words you are building. Selected letters should be indicated with circular background.
 - d. **(10Pts)** Based on the clicked letters, show the current word above the circular widget.
 - e. **(5Pts)** If at least one letter is selected, shuffle button/icon does not work.
 - f. **(5Pts)** You cannot select a letter that is already selected before. It shows an animation to indicate this error.
4. **(15Pts)** If you finish your word, click mouse RIGHT button to submit the word. If it exists, show the word in the puzzle.
5. **(10Pts)** If it is not in the puzzle, current word above the circular widget indicates this with an animation. (it shakes in the example)
6. **(10Pts)** If the word is already in the puzzle, the word in the puzzle shows an animation to take your attention.

7. **(10Pts)** “Bulb” icon toggles (shows/hides) the unused letters in the puzzle. Use a hover effect for the bulb icon.
8. **(-15Pts)** Lack of animations, hover effects, and moderate aesthetic design.
9. **(-25Pts)** Late submission (after 25 Dec 23:59, the submission will be closed at 26 Dec 23:59 am.)

