National Code Week

Simple Cordova Game

This document is a step by step guide to making the simple Cordova game for the National Code Week event held at Leeds Library

## Step 1 – Create a blank Cordova app

* Open Visual Studio
* Click File > New > Project, and select JavaScript > Blank App (Apache Cordova)
* Build the application to ensure Cordova pulls down correctly

## Step 2 – Change button text on home screen and add a second screen

* Open www/index.html
* Change line 18 from  
  <p id="deviceready" class="event">Connecting to Device</p>  
  to  
  <p id="deviceready" class="event">  
   <a href="game.html">Start Game</a>  
  </p>
* Open www/scripts/index.js
* Remove lines 15 to 18 from function onDeviceReady()
* Build app, and verify that button now shows “Start Game”
* Add www/game.html
* Change line 7 from  
  <div>Content goes here.</div>  
  to  
  <div>This will be my game page.</div>

## Step 3 – Create game page layout

* Open www/game.html
* Change line 7 from  
  <div>This will be my game page.</div>  
  to

<div id="HeaderArea">

<p id="CurrentColor" class="ColorText">Current color</p>

</div>

<div id="ScoreArea">

<p id="CurrentScore">Score: 0</p>

<p id="PointsAvailable">0</p>

</div>

<div id="OptionArea">

<div id="OptionArea">

<div id="ColorOption1" class="ColorText" onclick="optionTapped('ColorOption1');">Option 1</div>

<div id="ColorOption2" class="ColorText" onclick="optionTapped('ColorOption2');">Option 2</div>

<div id="ColorOption3" class="ColorText" onclick="optionTapped('ColorOption3');">Option 3</div>

<div id="ColorOption4" class="ColorText" onclick="optionTapped('ColorOption4');">Option 4</div>

<div id="ColorOption5" class="ColorText" onclick="optionTapped('ColorOption5');">Option 5</div>

<div id="ColorOption6" class="ColorText" onclick="optionTapped('ColorOption6');">Option 6</div>

</div>

</div>

* Add www/css/game.css
* Add <link rel="stylesheet" type="text/css" href="css/game.css" /> to game.html in header tag
* Add following to game.css

body {

align-content: center;

text-align: center;

}

.ColorText {

font-size: xx-large;

font-family: 'Times New Roman', Times, serif;

font-weight: 900;

margin-bottom: 20px;

text-transform: uppercase;

}

#ScoreArea {

font-size: larger;

}

#PointsAvailable {

font-size: medium;

color: gray;

}

## Step 4 – Add game logic

* Add www/scripts/game.js
* Add <script type="text/javascript" src="scripts/game.js"></script> to game.html in header tag
* Change body tag to <body onload="randomise();"> to make sure randomise is called
* Add js file from text file provided (it’s big)