FULLSTACK PROJECT-I
(2020-2021)

GAME

SYNOPSIS

Institute of Engineering & Technology

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INTRODUCTION

Building games can be a fun way to learn new things. JavaScript offers great possibilities to create browser-based games.
In this project, we are going to make the classic rock paper scissors game.

To present our Front-End skill with the following technologies like:
-HTML 5
-CSS3
-JavaScript
 JQuery

HTML 5- It is a markup language used for structuring and presenting content on the World Wide Web.

CSS3- It is used with HTML to create structure, with CSS3 being used to format structured content. It is responsible for font properties, colors, text alignments, graphics, background images, tables and other components.

JavaScript- To put things simply, JavaScript is an object orient programming language designed to make web development easier and more attractive. In most cases, JavaScript is used to create responsive, interactive elements for web pages, enhancing the user experiences.

jQuery- jQuery is used to make code easier .jQuery Wraps many lines of code of javascript code into one method and call into a single line of code.

Objective

The main objective of our project is to create a game in which user can play the original rock paper scissors game online. Go up against our computer robot and decide rock, paper or scissors. Rock, paper or scissors is a classic game that has been around for decades. You can entertain yourself virtually for hours with this game. It is also helpful for making important decisions based upon the outcome of winning or losing each game.

WORKING METHODOLOGY

Rock-paper-scissors is a hand game that is played by two people. The players count to three in unison and simultaneously "throw" one of three hand signals that correspond to rock, paper or scissors.

The winner is determined by the rules:
 • Rock smashes scissors
 • Scissors cuts paper
 • Paper covers rock

Rock-paper-scissors is a surprisingly popular game that many people play seriously. Due to the fact that a tie happens around 1/3 of the time.

Contribution of Team Members

In this project only 2 members are included and all the members must have the right job according to their skills.

This project contains more webpage and accordingly we divide the pages between us and work on them.

As both of the team members have the knowledge about HTML5, CSS3, JavaScript and jQuery then either of the team members can help in each other work also.

Limitations

As we are working on a project Rock, Paper, Scissors with the help of front-end technologies only but there are few limitations like:

-This game will not be able to store the records of the users.

-In this game user can play the game only against the computer.

Software Specification:

- **Technology Implemented** : HTML5, CSS3, JavaScript ,jQuery.
- **Operating System**   : Windows, Linux or any other
- **Web Browser**   : Chrome, Microsoft Edge, Opera mini etc.

Hardware Requirements:

- **Processor**   :   Intel i3/i5
- **Operating System**   : Windows
- **RAM**   : 8GB
- **Hardware Devices**   : Computer System
- **Hard disk**   : 256 GB

GIT Repository

For this project we create a repository of our project Game and named the repository Game in this all the team members are included.
In this repository all team members will share the code which is visible to all. And related to this project all team members will have the meeting with the mentor for important discussions and further decisions once in a week according to all the team members and the mentor.

The git-hub link is:https://fullstack-1.github.io/Game/

Conclusion

With the help of this project we will get the more knowledge about front-end technologies in a very productive way.

In this project we are building a game of classic Rock or Stone , Paper, Scissors With the help of HTML5, CSS3, JavaScript and JQuery

The main objective of this project is to create a game in which user can play the original rock paper scissors game online and user can use their spare time and entertain themselves by playing this game for hours .

The winner of each round is found according to standard Rock-Paper-Scissors rules
The player to win two out three rounds wins the encounter.