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Assignment 3 – Javascript Individual Game Assignment

Description:
- The goal of the project was to create a whack-a-mole gaming utilizing javascript to run the game.
- Attempt to whack the mole before the timer runs out!

Approach / What I Did:
The way I approached this project was by breaking it down into sections that could build off of and progress smoothly. First, I needed to make the diagram of the map, which I have decided to be a 3x3 grid. The second was being able to randomly choose the location for the mole to appear from. And the third was starting and ending the game. It took me a while to figure out the process of making the mole appear in the right area and providing it animation without being in the wrong spot. I also began implementing the timer and figured out how to approach an 'end game' screen, which I did through an alert message. I included buttons at the end to begin and restart the game.

Issues and Resolutions:

My main issue was understanding how I could allocate each hole space for the image of the mole to come out randomly. I decided to use a random number generator that will give me a value of which hole the mole will come out of. With this, I also needed to create an animation that will have the mole 'peak' out from the hole so it doesn't appear instantly at a hole. Having figured out which hole the mole can appear in, it didn't take long to realize that I would have to make my image backgrounds transparent so they can appear without issue.

One of the smaller issues that I dealt with later on was starting and restarting the game. To start the game, I would have the player click on the start button to begin the game, and a reset button after the game ends. It was an issue because it allowed the game to be reset multiple times and also allowed multiple moles to appear until the timer ended.

Screen shots:

TIMER: 15
SCORE: 00

Start Whacking!

TIMER: 0

SCORE: 120

127.0.0.1:5500

GAME OVER! Your final score is 120!

OK

TIMER: 0

SCORE: 120

Restart Game