Date: 19th Sept,2021
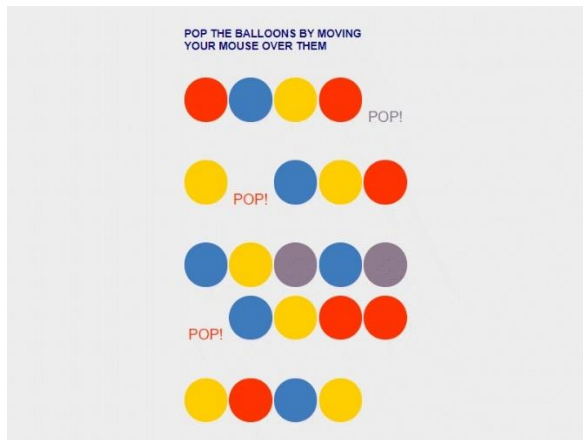
Saylani Mass IT Training Department

Web & Mobile App Weekend(Hackathon)

Note: The Project namely **_Pop a Balloon_** is assigned to you as your Hackathon Task. You have to complete the assigned task within the time limit of 12 hours.

Task [Pop A Balloon Game]

Game Levels: 10 levels

Level 1:

As shown in the Figure user will be shown multiple balloons of Various color e.g. red, blue, yellow, grey.

A text will be displayed to user to pop random color balloon. If user hovers on that balloon the message will be displayed POP.

If hovers on incorrect color balloon user will be given 2nd chance. Max 3 chances are allowed.

After utilizing all Chances User will be shown Score.

Note: You will have to develop 10 levels

[Hint1: At second level balloons will be moving Left-Right Right-Left Top-Bottom Bottom-Top]

[Hint2: At Third level balloons color will be changing]

As level increases the Balloon change color speed & Balloon movement speed Should also increase to make it difficult for user to hover on specified color balloon**.**

You will have to store user info along with score in Fire Store. If User again wishes to play a game he will be shown the date when user last played the game.

What User Can do?

- SignUp using Google Account.
- SignIn To Play Levels.
- User if doesn't Qualify any level can again retry to play that level.

Technologies to be used:

1) **Frontend:** HTML, CSS, Bootstrap or any other relevant styling Frameworks.
2) **Backend:** Fire Store.
3) **Authentication:** Firebase Authentication using **Email/Password** OR by **GMAIL**.