

Week 4: Assignment 4: First Game

Due Sep 19 at 3:59pm**Points** 30**Questions** 4**Available** Sep 12 at 4pm - Dec 15 at 4:59pm 3 months**Time Limit** None

Instructions

Description

For this assignment, you will get a chance to try out your JavaScript coding skills, practice some of the common system-building games require, and end up with a simple game. You may choose to create any game that includes the minimum requirements listed below. The assignment challenges you to plan a flow of gameplay – a system if you will – and execute it by writing your own custom JavaScript code.

Requirements

Complete a simple game that includes all of the following requirements, and add your own custom modifications to extend the game design and gameplay. Source files from the lecture this week are available for your review and reference.

1. Include at least two conditional decision points.
2. Include at least one repeating sequence, or loop.
3. Include code that responds to at least one user-generated event.
4. Create a simple flowchart to diagram your gameplay, using draw.io or another tool and upload as a PNG or PDF file.
5. Validate the JavaScript in your work and provide a screenshot: <http://esprima.org/demo/validate.html>
[_\(http://esprima.org/demo/validate.html\)](http://esprima.org/demo/validate.html)

Purpose

Begin planning and executing gameplay in code. Learn how JavaScript can command the browser to create games.

Tools

- Cloud9 IDE code editor and file manager
- Chrome browser with Chrome developer tools
- JavaScript code validator found at <http://esprima.org/demo/validate.html>
[_\(http://esprima.org/demo/validate.html\)](http://esprima.org/demo/validate.html)

Due Date

This assignment is due by the last day of this module by 11:59pm Pacific time.

Submission Directions

1. If you have not already done so, share your Cloud9 workspace with the instructor's account, **srjcewilde**. For instructions on sharing a workspace, see <https://docs.c9.io/docs/share-a-workspace> (<https://docs.c9.io/docs/share-a-workspace>).
2. Create a folder inside of your Cloud9 workspace.
3. Name your folder "module02".
4. Create an HTML source file with embedded JavaScript code within your "module02" folder, completing all coding needed to meet assignment requirements.
5. Make a screenshot of the validation confirmation screen. Upload the screenshot to question 2.1.
6. Preview your HTML file containing your JavaScript in Cloud9 using the running application, and copy the URL where your file can be viewed on the Internet. Enter the preview URL for your page for question 2.2.
7. Copy the contents of your custom JavaScript code and paste into your response to question 2.3.

Take the Quiz