JavaScript Project

View A-1 : Welcome Screen (first time)

My JS Game

Your Name:

Ali

Difficulty:

Easy
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Normal

Hard

Start

- First time user opens the game it shows this screen
- Screen contains 1 text input field to insert the player's name, and 1 drop down select menu to select the initial difficulty level
- When user clicks "Start" button, the game will save user's data (name and difficulty) to a cookie then display "View B-1"
- If this is not the first time user plays the game (there is a cookie with the user's information) the game will start with" View A-2" instead of this one

note : you can save multiple data to the same cookie by separating data with a delimiter

example : userdata=ali,easy,1200

View A-2 : Welcome Screen
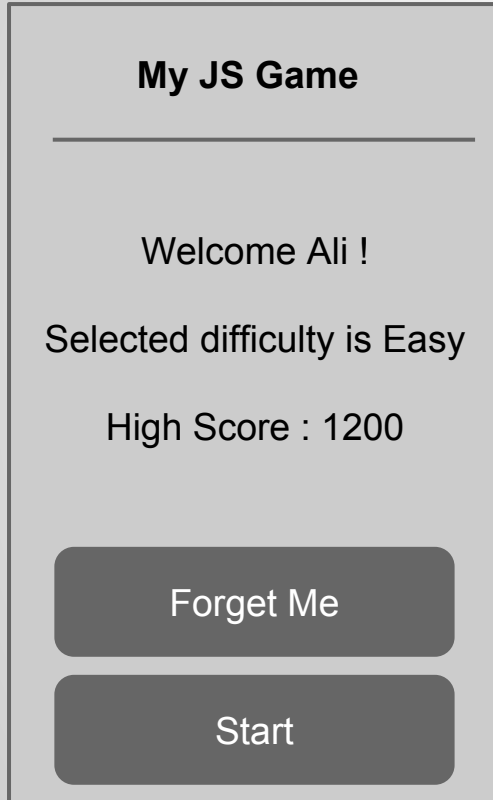
My JS Game

Welcome Ali !

Selected difficulty is Easy
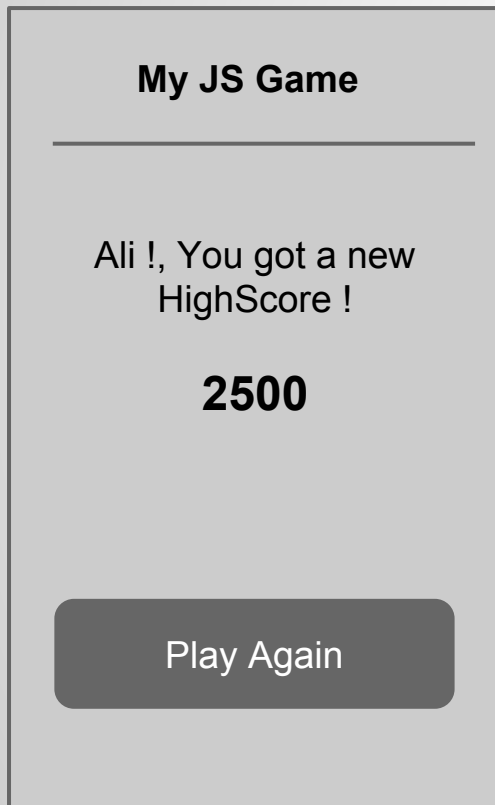
High Score : 1200

Forget Me

Start

- If this is not the first time user plays the game (there is a cookie with the user's information) the game will start with this screen
- Screen contains user name, selected difficulty, highest score and a button to forget the current player
- if user clicks the "Forget Me" button, It will destroy the cookie and display "View A-1"
- When user clicks "Start" button, the game will display "View B-1"

View B-1 : Play Screen

Score : 14
Missed green boxes : 2

- The game creates boxes (divs) at the random dotted area, then the boxes start to fall down, user tries to click the boxes before they reach the bottom of the screen
- The boxes has 4 types:
  - 1-green box : increases your score by 1
  - 2-red box : die (ending current game)
  - 3-blue box : increase the size of all coming boxes (makes the game easier)
  - 4-brown box : decrease the size of the coming boxes (makes the game harder)
- 70% of boxes are green, and each of the other types has a probability of 10% to appear
- Game ends in 2 conditions
  - 1-user clicks the red box
  - 2-user couldn't catch 3 of the green boxes
- The speed of creating boxes starts at a specific speed (based on the selected difficulty), and keeps increasing each 15 seconds of playing
- When game ends, game check the current score against the highest score stored in the cookie then displays "View C-1" or "View C-2"
- note : one way to animate boxes down is by giving each box "position:absolute" then increase the "top" css property.

View C-1 : Game over screen (high score achieved)

My JS Game

Ali !, You got a new HighScore !

2500

Play Again

- If the current game score is higher than the high score saved on the cookie (or this is the first time to play), the game will display this view
- View has the player's name and the new high score achieved
- game will set the new high score to the cookie
- if user clicks "Play Again" button, game will initialize a new game ("View B-1")
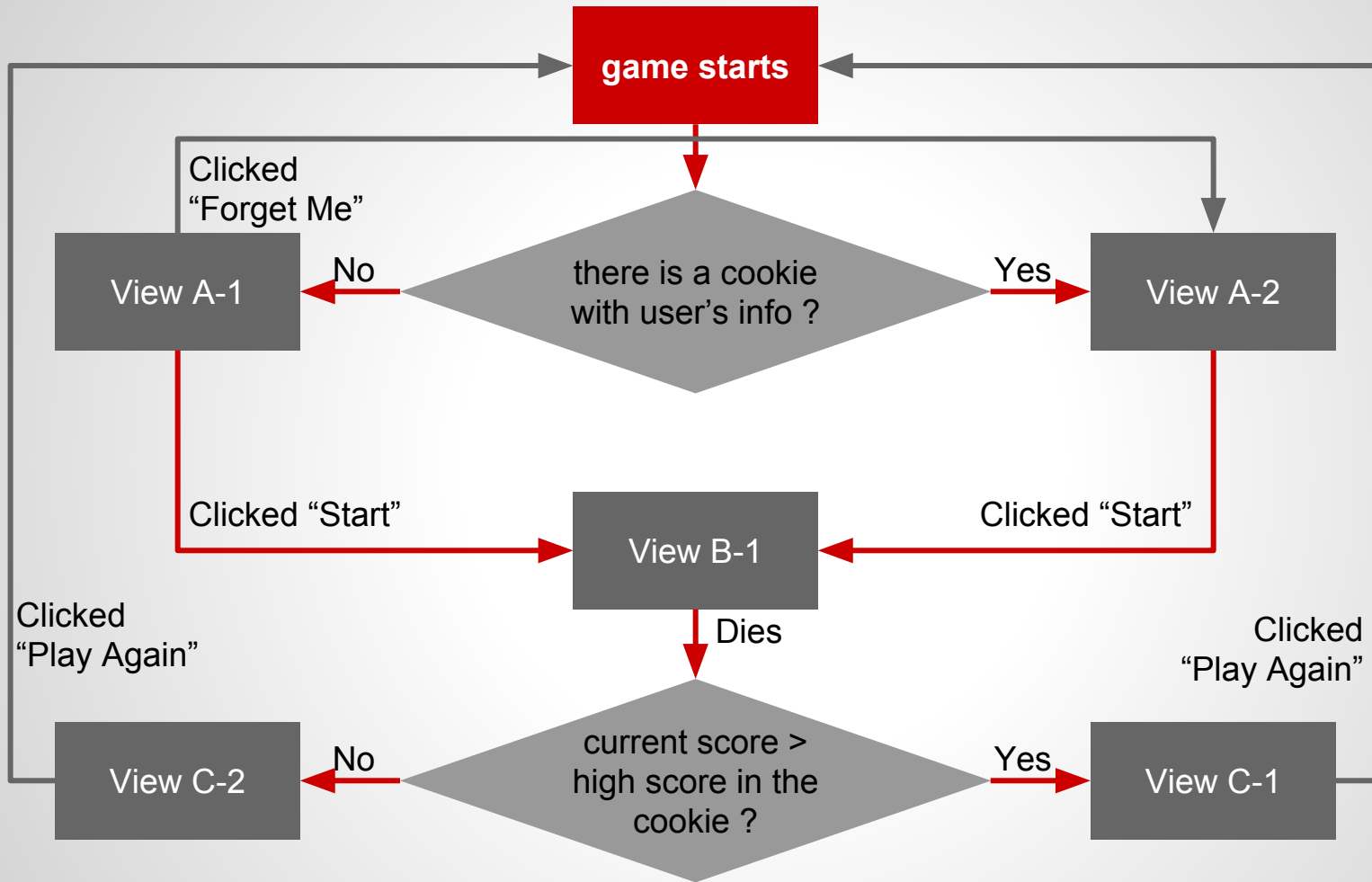
View C-2 : Game over screen

My JS Game

Ali !, You Lost.

current score : 1800
High Score : 2300

Play Again

- If the current game score is lower than the high score saved on the cookie, the game will display this view
- View has the player's name, current game score and the high score that is stored in the cookie.
- if user clicks "Play Again" button, game will initialize a new game ("View B-1")

Good Luck