

Documentación del PROMPT


El grupo 2 usó chat GPT para abrir el prompt, se puso el prompt completo Y la GPT generó todas las opciones, pero hubo algunos errores que no permitía abrir los archivos, el código estaba mal pero cuando se ejecutó en parte por ejemplo el HTML, CCS y el JavaScript de forma separada se ejecutó de una forma correcta sin ningún error.

Resultado:

html Copiar código

```
<!DOCTYPE html>
<html lang="es">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Juego de Memoria - Demon Slayer</title>
  <link rel="stylesheet" href="style.css">
</head>
<body>
  <video autoplay muted loop id="background-video">
    <source src="demonslayer.mp4" type="video/mp4">
  </video>
  <div class="overlay">
    <h1>Juego de Memoria - Demon Slayer</h1>
    <p id="timer">Tiempo restante: 60s</p>
    <div id="gameBoard"></div>
  </div>
  <div id="modal" class="modal">
    <div class="modal-content">
      <span id="closeModal" class="close">&times;</span>
      <p>Game Over... 😞</p>
      
      <button id="restartGame">Reiniciar Juego</button>
      <button id="closeGame">Cerrar Juego</button>
    </div>
  </div>
  <div id="winnerModal" class="modal">
    <div class="modal-content">
      <span id="closeWinnerModal" class="close">&times;</span>
      <p>¡Has Ganado! 🎉✅</p>
      <button id="restartGameWinner">Reiniciar Juego</button>
      <button id="closeGameWinner">Cerrar Juego</button>
    </div>
  </div>
</div>
```

css

 Copiar código

```
body {  
  font-family: Arial, sans-serif;  
  display: flex;  
  justify-content: center;  
  align-items: center;  
  height: 100vh;  
  background-color: #f0f0f0;  
  margin: 0;  
}  
  
h1, #timer {  
  color: white;  
}  
  
#background-video {  
  position: fixed;  
  top: 0;  
  left: 0;  
  width: 100%;  
  height: 100%;  
  object-fit: cover;  
  z-index: -1;  
}  
  
.overlay {  
  position: absolute;  
  top: 0;  
  left: 0;  
  width: 100%;  
  height: 100%;  
  display: flex;  
  flex-direction: column;  
  justify-content: center;  
  align-items: center;  
}
```




```
.card {
  width: 100px;
  height: 150px;
  background-color: white;
  border: 2px solid lightgrey;
  border-radius: 8px;
  display: flex;
  justify-content: center;
  align-items: center;
  cursor: pointer;
  transform: perspective(1000px);
  transition: transform 0.5s;
  overflow: hidden;
}

.card img {
  width: 100%;
  height: 100%;
  object-fit: cover;
  display: none;
}

.card.flipped img {
  display: block;
}

.modal {
  display: none;
  position: fixed;
  top: 0;
  left: 0;
  width: 100%;
  height: 100%;
  background-color: rgba(0, 0, 0, 0.5);
  justify-content: center;
  align-items: center;
  z-index: 1;
}
```

javascript

 Copiar código

```
const characters = ['tanjiro', 'nezuko', 'zenitsu', 'inosuke', 'giyu', 'shinobu', 'kanao',

const gameBoard = document.getElementById('gameBoard');
const timerElement = document.getElementById('timer');
const modal = document.getElementById('modal');
const winnerModal = document.getElementById('winnerModal');
const closeModal = document.getElementById('closeModal');
const closeWinnerModal = document.getElementById('closeWinnerModal');
const restartGame = document.getElementById('restartGame');
const restartGameWinner = document.getElementById('restartGameWinner');
const closeGame = document.getElementById('closeGame');
const closeGameWinner = document.getElementById('closeGameWinner');

let cards = [];
let flippedCards = [];
let matchedPairs = 0;
let timer;
let timeRemaining = 60;

function createBoard() {
  const characterPairs = characters.concat(characters);
  characterPairs.sort(() => 0.5 - Math.random());

  characterPairs.forEach(character => {
    const card = document.createElement('div');
    card.classList.add('card');
    card.dataset.character = character;

    const frontFace = document.createElement('img');
    frontFace.src = `images/${character}.jpg`;
    card.appendChild(frontFace);

    card.addEventListener('click', flipCard);

    gameBoard.appendChild(card);
```

```
EXPLORER
IMAGES CODE
  images
    Brady.jpg
    celebration.gif
    Faker.jpg
    Gameover.gif
    Jon Jones.jpg
    Jordan.jpg
    Messi.jpg
    Otani.jpg
    Phelps.jpg
    Ronaldo.jpg
  index.html
  Michael Jordan.mp4
  script.js
  style.css
  1

index.html
1 <!DOCTYPE html>
2 <html lang="es">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>Juego de Memoria - Demon Slayer</title>
7   <link rel="stylesheet" href="style.css">
8 </head>
9 <body>
10   <video autoplay muted loop id="background-video">
11     <source src="Michael Jordan.mp4" type="video/mp4">
12   </video>
13   <div class="overlay">
14     <h1>Juego de Memoria - Deportistas</h1>
15     <p id="timer">Tiempo restante: 60s</p>
16     <div id="gameBoard"></div>
17   </div>
18   <div id="modal" class="modal">
19     <div class="modal-content">
20       <span id="closeModal" class="close">&times;</span>
21       <p>Game Over... 🏆</p>
22       
23       <button id="restartGame">Reiniciar Juego</button>
24       <button id="closeGame">Cerrar Juego</button>
25     </div>
26   </div>
27   <div id="winnerModal" class="modal">
28     <div class="modal-content">
29       <span id="closeWinnerModal" class="close">&times;</span>
30       <p>Has Ganado! 🏆👍</p>
31       <button id="restartGameWinner">Reiniciar Juego</button>
32       <button id="closeGameWinner">Cerrar Juego</button>
33     </div>
34   </div>
35   <script src="script.js"></script>
36 </body>
37 </html>
```

```
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IMAGES CODE
  images
    Brady.jpg
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    Faker.jpg
    Gameover.gif
    Jon Jones.jpg
    Jordan.jpg
    Messi.jpg
    Otani.jpg
    Phelps.jpg
    Ronaldo.jpg
  index.html
  Michael Jordan.mp4
  script.js
  style.css
  1

style.css
70 .modal {
71   left: 0;
72   width: 100%;
73   height: 100%;
74   background-color: rgba(0, 0, 0, 0.5);
75   justify-content: center;
76   align-items: center;
77   z-index: 1;
78   animation: fadeIn 0.5s;
79 }
80 .modal-content {
81   background: linear-gradient(to bottom, #ffffff, #ff6666);
82   margin: auto;
83   padding: 20px;
84   border-radius: 15px;
85   text-align: center;
86   max-width: 400px;
87   animation: slideIn 0.5s;
88 }
89 .modal-content img.game-over-gif {
90   max-width: 100%;
91   max-height: 100%;
92   display: block;
93   margin: auto;
94 }
95 .close {
96   color: lightgrey;
97   float: right;
98   font-size: 28px;
99   font-weight: bold;
100   cursor: pointer;
101 }
102
```

```
EXPLORER
IMAGES CODE
  images
    Brady.jpg
    celebration.gif
    Faker.jpg
    Gameover.gif
    Jon Jones.jpg
    Jordan.jpg
    Messi.jpg
    Otani.jpg
    Phelps.jpg
    Ronaldo.jpg
  index.html
  Michael Jordan.mp4
  script.js
  style.css
  1

script.js
1 const characters = ['Brady', 'Ronaldo', 'Phelps', 'Otani', 'Jordan', 'Jon Jones', 'Faker', 'Messi'];
2
3 const gameBoard = document.getElementById('gameBoard');
4 const timerElement = document.getElementById('timer');
5 const modal = document.getElementById('modal');
6 const winnerModal = document.getElementById('winnerModal');
7 const closeModal = document.getElementById('closeModal');
8 const closeWinnerModal = document.getElementById('closeWinnerModal');
9 const restartGame = document.getElementById('restartGame');
10 const restartGameWinner = document.getElementById('restartGameWinner');
11 const closeGame = document.getElementById('closeGame');
12 const closeGameWinner = document.getElementById('closeGameWinner');
13
14 let cards = [];
15 let flippedCards = [];
16 let matchedPairs = 0;
17 let timer;
18 let timeRemaining = 60;
19
20 function createBoard() {
21   const characterPairs = characters.concat(characters);
22   characterPairs.sort(() => 0.5 - Math.random());
23
24   characterPairs.forEach(character => {
25     const card = document.createElement('div');
26     card.classList.add('card');
27     card.dataset.character = character;
28
29     const frontFace = document.createElement('img');
30     frontFace.src = `images/${character}.jpg`;
31     card.appendChild(frontFace);
32
33     card.addEventListener('click', flipCard);
34
35     gameBoard.appendChild(card);
36     cards.push(card);
37   });
38 }
```

