

# Report

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MINESWEEPER CRICKET

## 1 Introduction

The cricket game is a web-based game inspired by the classic Minesweeper game. It presents the player with a 6 by 6 grid of buttons, behind which are hidden points and fielders. If the player clicks on a button with a fielder, the game ends. The objective is to score the maximum number of points without getting caught by the fielders.

## 2 The Process

The customization of the game involved modifying a basic HTML code of a Minesweeper game and giving it a cricket-themed appearance. the initial code:

### 2.1 Background Styling

To enhance the cricket theme, the background of the entire page was styled as a cricket ground. Additionally, a cricket ball image was used as the background within which the grid was displayed. This differentiation of background was achieved using the `img` tag and setting the image source (`src`) to the desired images.

### 2.2 Grid Styling

To give the buttons a circular appearance, the `border-radius` property was set to 50%. Each button was also given a token image to represent a cricket element. The image tokens were added using the `background-image` property in CSS, with the desired images specified as the source.

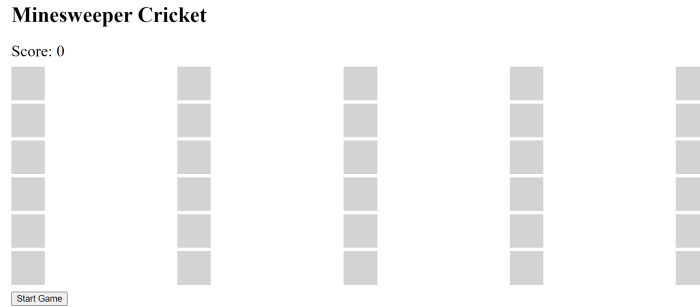


Figure 1: Example Image

## 2.3 Start Page with Instructions

To provide a more professional touch, an additional start page was created. This page displayed instructions and allowed the player to start the game at their convenience.

## 2.4 Scrolling Parallax Effect

To make the start page visually appealing, a scrolling parallax effect was implemented for the cloud and stadium images. This effect was achieved using the JavaScript `addEventListener` function to track the scrolling event and update the position of the images dynamically.

## 2.5 Instructions as Pop-up Box

To present the instructions in a user-friendly manner, a pop-up box was created. This was accomplished by implementing two JavaScript functions, `showInstructions()` and `hideInstructions()`. These functions controlled the display of the instructions pop-up box based on user interactions.

## 2.6 Restart

After customizing the game with the cricket theme and creating the start page with instructions, the next step was to add a restart button to reload the website. This button allows the player to restart the game whenever desired.

The restart button was implemented using HTML and CSS. In the HTML code, a new button element was added with the id "restartBtn". This id is used to select the button in the CSS code for styling and functionality.

### **3 Challenges**

1.The biggest challenge in this was the javascript part. Debugging it took quite a lot time but it also increased my understanding in the language at the same time.Many a times when I added something new to the code, the previous features got disturbed. 2.positioning of the options , buttons, background images, headings and images. 3.Creating the scrolling parallax.

### **4 References**

#### **4.1 Youtube**

Provided tutorial videos on many options that can be used. 1.<https://youtu.be/1wfeqDyMUx4>  
2.<https://youtu.be/DABVLJjnVUs> 3.<https://youtu.be/W6NZfCO5SIk>

#### **4.2 Images**

1.imgb.in 2.<https://www.google.com/url?sa=iurl=https3><https://www.google.com/url?sa=iurl=https>

#### **4.3 Introduction to the languages**

<https://www.w3schools.com/js/default.asp>

#### **4.4 debugging the code**

1.Google 2.Youtube

## **Thank You**