1a. Name: Kyle Fritz

1b. Email: fritzk1@umbc.edu

1c. Role: Coded up entire project (All HTML, CSS, Javascript), all documentation, performed video

demonstration

2a. Location of project: http://userpages.umbc.edu/~fritzk1/CS_433/proj1.html

3. Project Description: This is not a digital clock, but a clock that uses hands to tell time. Build a JavaScript game out of determining time based on their hands. How you make this game fun, interesting, and how it overall runs is up to you. The application should also ask for the students first and last name so that the teacher can track the students' progress for that day. Since many students will be using the same program on a single computer, enable the protected ability to display the overall student performance for all students for that day. (Protected meaning that the data is protected by some means so students can't get to it.)

For this project, you will be using HTML, CSS, and JavaScript. There will be no other programming language in this. All data items will be handled by JavaScript. Consider this as an application that will be run on one computer once a day and the data collected by the instructor or teacher at the end of the day.

4. Thoughtful Add-ons: I implemented a high score system that will push the students to be better than their friends. The game uses a score based on the amount of time it takes for you to input the right time (that the clock shows). The quicker you are, the higher your score. The more you get, the higher the level, and the higher the score multiplier. The game will also let you know when you get the right time by showing you a little message on the screen, always different from the previous message.

Code References:

Clock: https://www.w3schools.com/graphics/tryit.asp?filename=trycanvas clock start

Table Data Insertion: https://www.w3schools.com/jsref/met_table_insertrow.asp







