

# Practical Mid-term

Due: July 10, 2020 @ 11:59pm

## Instructions

Utilizing the framework created throughout the semester, create a **reaction-time tester**. In this game, users must press a button as quickly as possible. The button will spawn randomly on the screen. A timer will time the speed at which the player clicks the button.

Your game will have a total of 3 scenes that the player will navigate through:

### 1. Main Menu

- a. Game title (be creative!)
- b. Navigation buttons
- c. Background

### 2. Game

- a. Simple background image of your choosing.
- b. A **randomly located button**. Select a button (or target) of your choosing and have it randomly spawn on the canvas. This must be different every time. Once the button is hit, the game goes to the next screen.
  - i. HINT: Use the built-in JavaScript Math library to generate random numbers
- c. A **timer** that displays an increasing counter in the corner of the canvas.

### 3. Results

- a. Display a congratulatory message to the player.
- b. Display the time it took for the player to click on that button.
- c. Provide 2 navigational buttons.
  - i. Replay?
  - ii. Main menu



## Evaluation

You will be evaluated on the following areas:

- Implementation
- Execution
- Style / Creativity

## Submission

A .zip of your entire project OR a link to a Github repository

20% of total grade