## HUE SELECT

WDI PROJECT 1: THE GAME

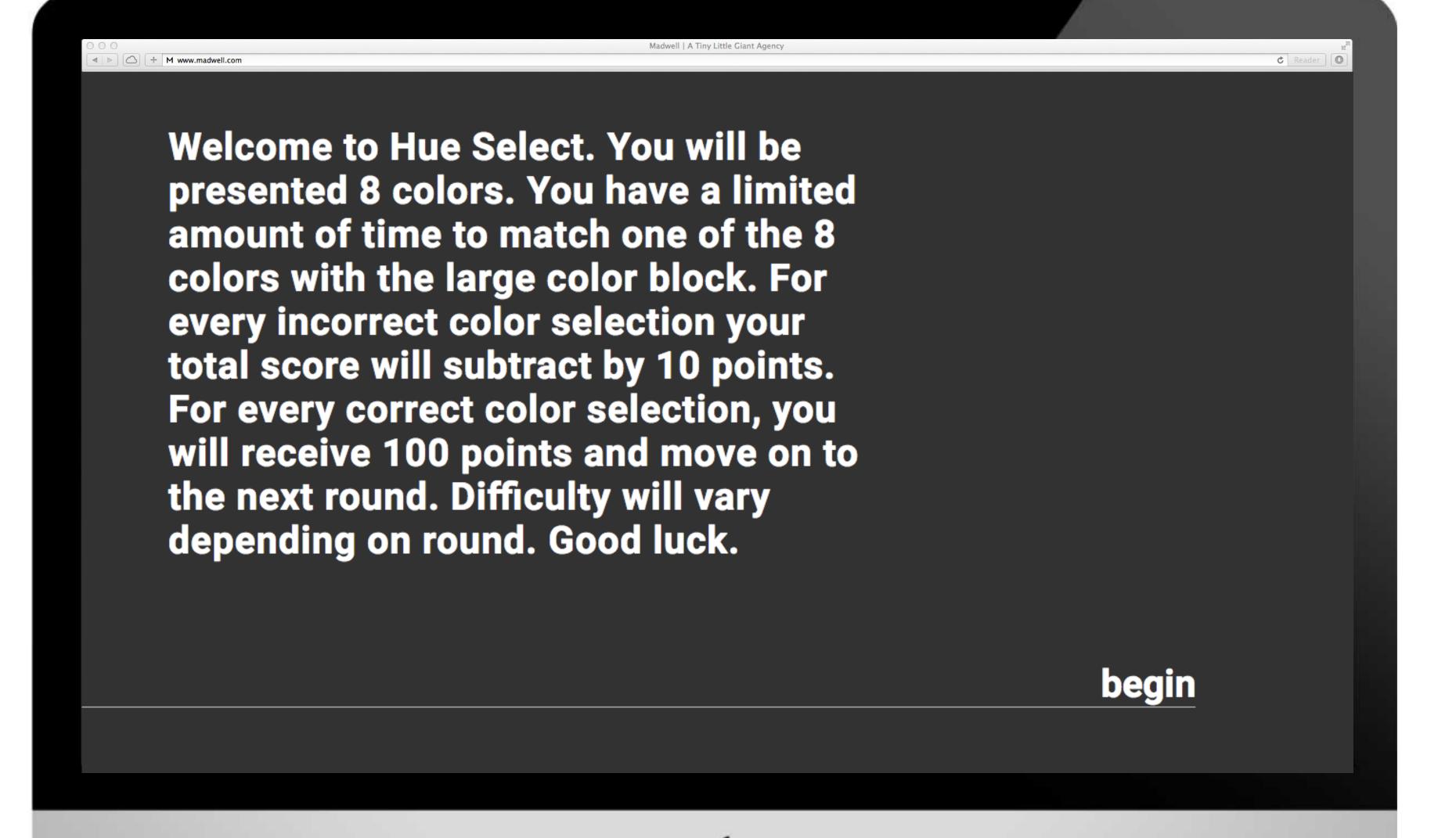
### HUE SELECT BASICS

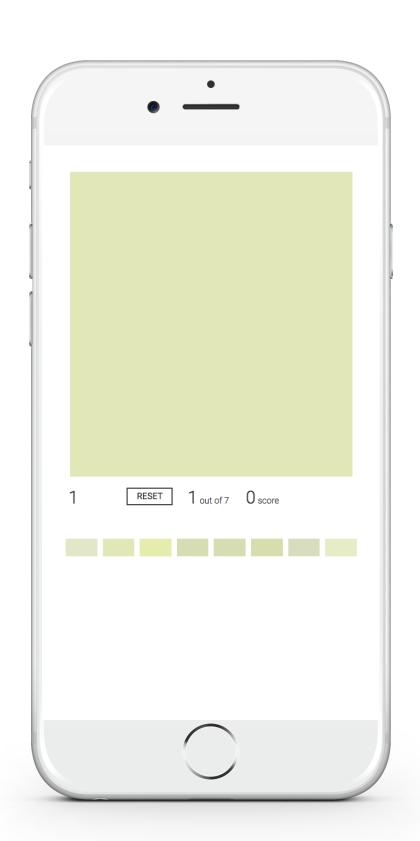
The game is a basic color matching challenge. The user is presented with 8 colors. The user has a limited amount of time to match one of the 8 colors with the large color block on the browser. For every incorrect color selection the users total score will subtract by 10 points. For every correct color selection, the user will receive 100 points and move on to the next round. Difficulty varies depending on round!

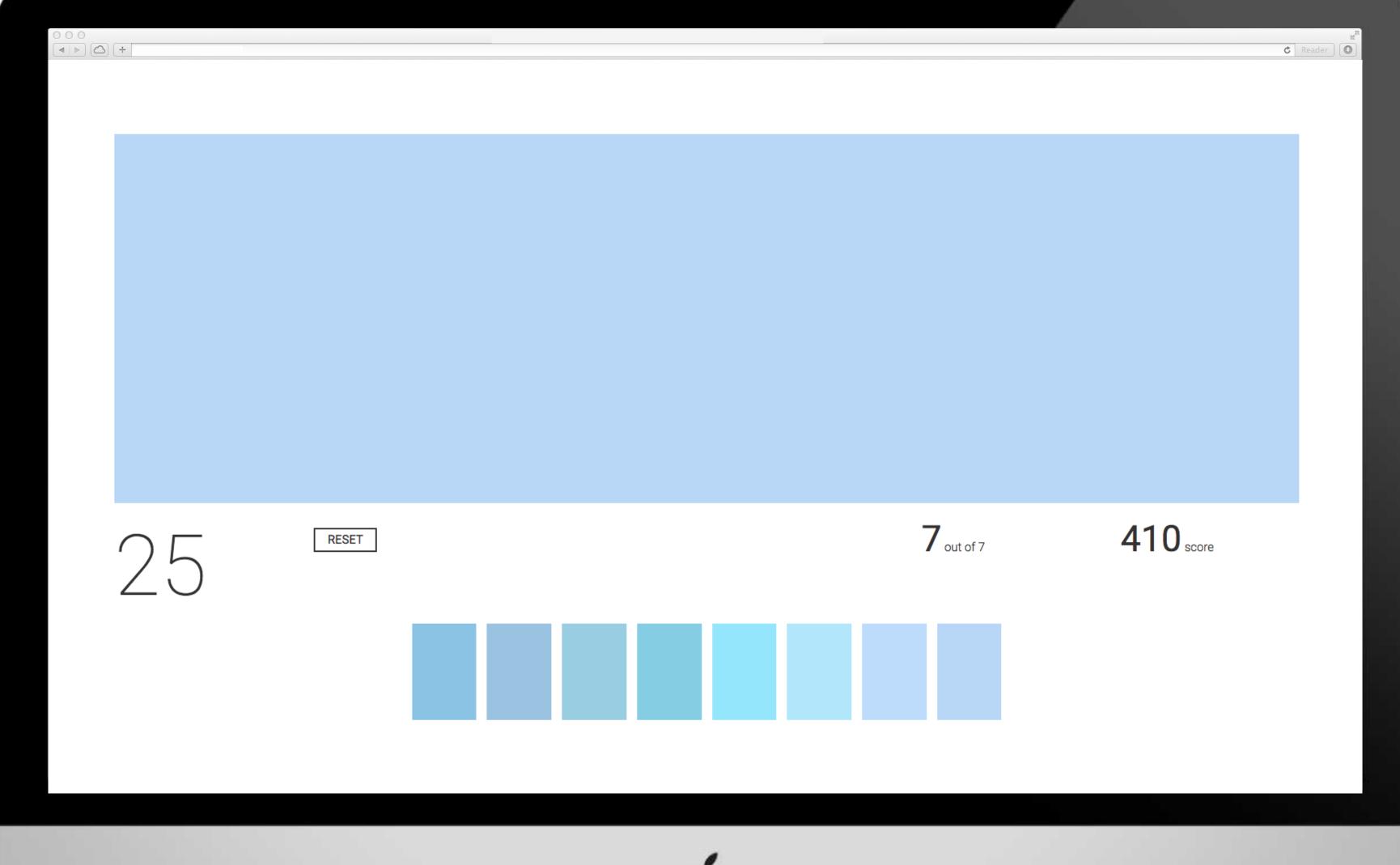
THE GAME BEGINS

# OPENING PAGE

simple text layout,
instructing the gamer
how to play



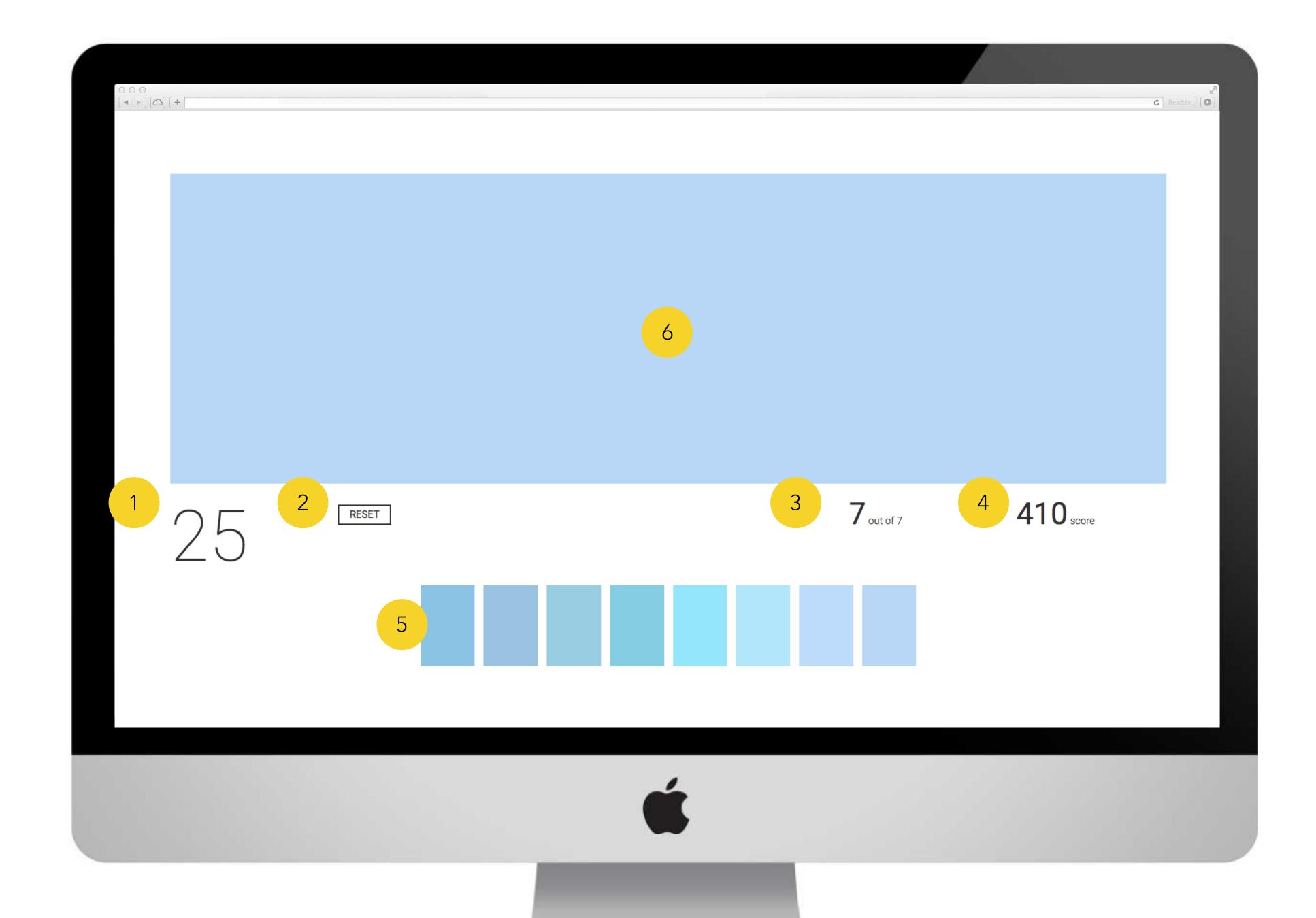






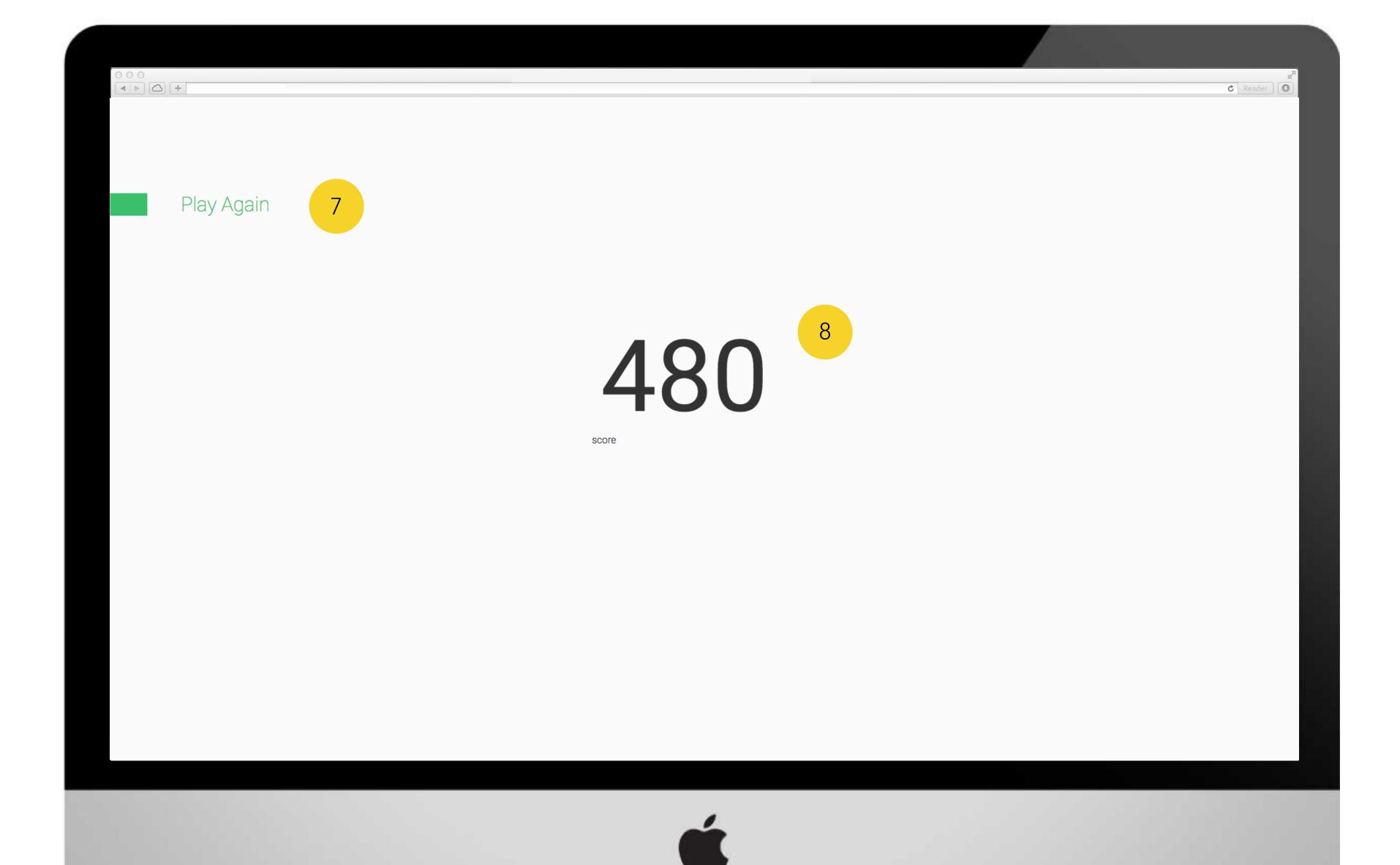
- this counts down from 30,
  unless users gets the correct
  answer, then the count will end
- this is button that allows the user to restart the game
- this keeps track of the rounds,
  when user finishes round 7, the
  user is brought to the
  completion state page
- this keeps track of the score,

  -10 for every mistake and +100
  for every correct selection
- this is the bar of colors to choose from with css animations
- this randomly generates a color from the 8 color options below it



this is a javascript animation randomly changing colors

8 this is the total score



#### CHALLENGES

WORKING WITH TIME INTERVALS

FIGURING OUT THE COLORS CHANGING

CREATING THE GAME ON ONE PAGE

WANTED TO DO MORE ...TIME

UNDERSTANDING FLEXBOX - LEARNING CURVE

## <FOOTER>THANKS!