



# Interface Design and Development

## Pass Task 4.1: Event Handling

### Overview

In this task, you will create a number guessing game web application that generates a random number for guessing, the view-model should be able to handle the hint, and show number through expressions and conditional directive.

**Purpose:** Learn how to handle events.

**Task:** Create a web app that asks the user to guess a number and provide hints whether it is higher or lower.

**Time:** This task should be completed in your tutorial and submitted for feedback before the start of week 6.

**Resources:**

- Lecture notes #3 and #4

### Submission Details

You must submit the following files:

- Number Game source code (game.html).
- Number Game source code (appgame.js).
- Screenshot of the web app. **Please submit the screenshots as separate files (not inside a zip).**

Make sure that your task has the following in your submission:

- The Number Game web application is HTML5 compliant.
- Demonstrates understanding in using the VueJS framework.



## Instructions

Implement the number guessing game. In this application, you will need to generate a random number. Depending on user input (guess number), display appropriate messages.

1. Start by creating a new HTML file in an editor (eg. Brackets).
2. Implement the basic outline of an VueJS web app with the appropriate scripts.

```
<script src="js/appgame.js"></script>
```

3. Create the various view sections in the HTML file.
  - User input for the user to enter their guess
  - 3 Buttons for (1) check guess, (2) give up (3) start over

## Number Guessing Game

Enter your guess from 1 to 100:

Guess higher.

- Message
    - i. Shows the message "Start guessing" (Initially or after the 'start over' is clicked)
    - ii. Shows the message "Guess higher" or "Guess lower" or "You got it!", (after check guess is clicked, message is dependent on the input)
    - iii. Shows the number when give up is clicked
4. Initialise the number to guess property and method to generate the random number.

**Hint:** Use JavaScript `Math.floor(Math.random() * <highest number>) + <lowest number>`.

5. Your web app should now be complete. Make sure you test it on the browser to make sure that it works as you expect.