**Week 4 Assignment**

[https://github.com/RutgersCodingBootcamp/07-16-NB-Class-Content/blob/master/01-lesson-plans/04-jquery-rpg/2-Homework/Instructions/homework\_instructions.md - objectives](https://github.com/RutgersCodingBootcamp/07-16-NB-Class-Content/blob/master/01-lesson-plans/04-jquery-rpg/2-Homework/Instructions/homework_instructions.md#objectives)**Objectives**

* Create a fun and interactive game in the browser.
* Dynamically update the HTML with jQuery.
* Style various HTML elements with CSS.
* Push your code to Github.
* Deploy your code from Github to Heroku.

[https://github.com/RutgersCodingBootcamp/07-16-NB-Class-Content/blob/master/01-lesson-plans/04-jquery-rpg/2-Homework/Instructions/homework\_instructions.md - remember](https://github.com/RutgersCodingBootcamp/07-16-NB-Class-Content/blob/master/01-lesson-plans/04-jquery-rpg/2-Homework/Instructions/homework_instructions.md#remember)**Remember**

You will be fully capable of doing this homework by the end of Saturday's class.

[https://github.com/RutgersCodingBootcamp/07-16-NB-Class-Content/blob/master/01-lesson-plans/04-jquery-rpg/2-Homework/Instructions/homework\_instructions.md - instructions](https://github.com/RutgersCodingBootcamp/07-16-NB-Class-Content/blob/master/01-lesson-plans/04-jquery-rpg/2-Homework/Instructions/homework_instructions.md#instructions)**Instructions**

1. Create a new folder called week-4-game.
2. Inside the Portfolio folder, create the following:
   * index.html, composer.json, and index.php
   * Put the appropriate content in the composer.json and index.php files to be able to deploy your game to Heroku.
   * Make a folder called assets.
     + Inside the assets folder make two additional folders called javascript, css and images.
       - Inside the javascript folder, make a file called game.js.
       - Inside the css folder make a file called style.css.
       - Inside the css folder make a file called reset.css and include the code found from the Meyerweb Reset.css located [here](http://meyerweb.com/eric/tools/css/reset/reset.css)
       - Inside the images folder you can save the images you plan on using.
3. Push the above changes to Github (Make sure to git add . and git commit -m "initial site files" then typegit push origin master to push your changes to your Github repo.
4. Choose which game you want to make. The CrystalsCollector game is easier than making the Starwars RPG.

Watch the demo

* This is a combat based RPG Game, the player will fight with a character of their choice against the computer.
* At the start of the game the player will choose a character by clicking on the character's picture. The player will play as that character for the rest of the game.
* Every character that was not picked is now an enemy that the player must defeat. Enemies should be moved to a different area of the screen.
* The player chooses which enemy they will attack by clicking on that enemy's picture.
* Once the player picks an enemy to fight, that enemy is moved to a "defender area" to do battle with the player.
* The player will now be able to hit the attack button to fight against that defender.
* Whenever the attack button is hit, the player character is going to attack the defender character once. The defender character will now counter attack the player character once.
* When the player character "attacks", the defender will lose "Health Points" displayed at the bottom of the defender's picture.
* When the defender "counter attacks", the player character will lose hp displayed at the bottom of the player character's picture.
* Keep hitting the attack to try and defeat the defender
* When the defender's "Health Points" are reduced to 0 or below, they are removed from the "defender area". The player character can now pick a new enemy to attack.
* The player wins the game by defeating all enemy characters, and loses the game the game if the player character's "Health Points" are 0 or below.