**CONCEPTS USED IN MY GAME**

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**Project**: Murder Mystery Game

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| WEEK | CONCEPT | HOW I’VE USED IT | FILENAME | LINE NUMBER |
| 1 | HTML Page Structure | Used to create the basic structure of the webpage | index.html | 1-23 |
| 2 | CSS Styling | Used to style the webpage  **background** – Sets the background image for the body **height** – Sets the height of the body to 100vh **colour** – Sets the  **overflow** – Sets the  **margin** – Sets the | style.css | 16-18 |
| 2 | CSS Styling | Used to style the webpage **border-style** – Sets the  **border-width** – Sets the  **border-colour** – Sets the  **border-radius** – Sets the  **background-colour** – Sets the background colour of the container | page-1.css | 16-19, 31-32, 34 |
| 2 | HTML Linking | Used to link to other webpages and scripts | index.html | 6, 15-20, 23 |
| 3 | JavaScript Variables and Data Types | Used to define and store data and values in variables of different data types | script.js | 1, 3-4, 21, 24-25, 28-29, 48, 59-64 |
| 3 | JavaScript DOM Manipulation | Used to access and modify elements in the Document Object Model (DOM) of the webpage, such as retrieving elements using **getElementById()** and manipulating their content using **.textContent** and **.innerHTML** | script.js | 1, 8-11, 25, 44, 64 |
| 4 | JavaScript Function | Used to encapsulate and organize code for actions, such as triggering a **setTimeout()** function on button click | index.html | 15-20 |
| 4 | JavaScript Loops and Conditionals | Used to create a function, define variables, and loop through arrays to perform certain actions based on conditions | script.js | 6-17, 20-43, 49-52 |
| 4 | JavaScript Function | Used to encapsulate and organize code for actions | script.js | 19-45, 47-53, 75-81 |
| 5 | JavaScript Event | Used to respond to user interactions by adding event listeners to elements such as buttons | script.js | 7-17, 66-73 |

***P.S.****: Many different HTML, CSS and JS files have been and will be used. I am unable to document every single one of them and hence, I have covered the main files of my game.*

***P.P.S.****: Concepts beyond Week 5 were not utilized since I am making a game and those weeks cover charts & data.*

**Updated on**: 17 March 2023