

The plan for this project is to make a game utilizing jquery and jquery Ui principally. The game will be along the lines of "The impossible Quiz".

The aesthetic will mostly be silly and bright colours. To give the atmosphere of excitement and craziness. The aesthetics will not be the most important, but it should be an understandable UI. it will include a menu screen, a game over screen and a winning screen.

The gameplay will only utilize the mouse. The goal will be for the player to answer the question or do little tasks to get to the next level. The player will have a maximum of 3 lives. The levels will have a format of 3 displayed answers. The answer can be anywhere on the page.

Examples of levels:

Press the smallest point, hitbox on the . of the i

Click the answer, hitbox on the word "answer"

what is 1+1, click answer 2

Press the largest, the largest being colossal (just the word)

D, Deez nuts

Ednor, la Ronde

What is up?, the ceiling

Find the answer, the cursor has a flashlight effect on it,

which question are you one ?, answer the right number and move forward

Find the answer, move images to click the answer

How many steps does it take to put an elephant in the refrigerator, 3

how many steps does it take to put a giraffe in the refrigerator, 4

say amogus backward, no

General knowledge question,

on where you have to close a window that keeps popping

constructing the answer using letters

Possible more advanced level or utilizing other libraries:

Using memory, one of the levels can be coded to only be possible if an action on the level was made before reloading the page.

Using annyang! to answer a question instead of pressing somewhere on the screen.

Add a high score and time system

Timeline:

A more reasonable one than last time should be about 8 levels at least, about 2 per week. The best would mostly be implementing all of the levels I wanted from the proposal. So about 16 levels.

Possible problem:

I am not sure about all the levels I can do. I do not want to just take questions from the actual impossible quiz game. But I am not very good at finding clever ways to answer questions or workarounds.

Another problem that might arise is with all of the different gameplay, it might be better to use oop for tidying up the code better. In the same vein, with all of the code, there might be unwanted parts from other games that spill over to others.

The Dumbest  
Quiz

Play

Click the Smallest

Micro

mini

small

Find the answer

G O U C A S T R Y

GASTRO

GASTRO

what is  
a bird  
that doesn't  
fly e  
pen gr

A hand-drawn sketch of a computer window. The window has a title bar with three buttons (minimize, maximize, close) on the top left and a close button (an 'X' in a square) on the top right. The main area of the window contains the text "Dumbest Quiz" in a handwritten font. Below the text are two simple rectangular shapes, one above the other, representing a progress bar or a visual element. The entire sketch is drawn with simple black lines on a white background.

could  
look like  
this being  
a "game" on  
a "computer"

Could interact with  
the desktop?  
or good way to  
start the game



Could put secret file  
behind the game  
as it progress?