Guess Me

The ultimate guessing game

In this exercise use jQuery and Bootstrap

Game is composed of the following sections:

Section 1 – Invite the user to think of someone

Think of Someone...
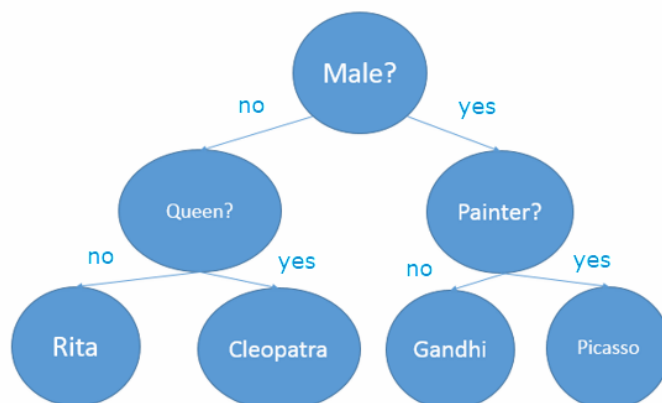
I'm Ready!

Section 2 – Ask a Yes-No Question

Male?

Yes   No

This is a repeating process:
move through the questions tree until you reach a node with no children.
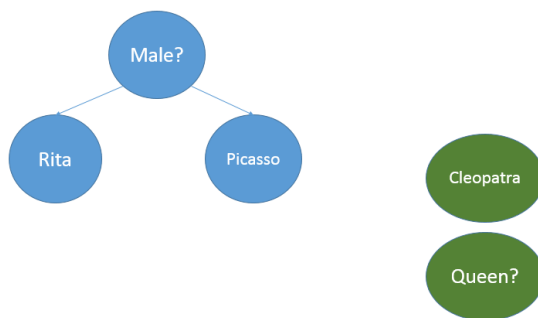
Section 3 – Learn new
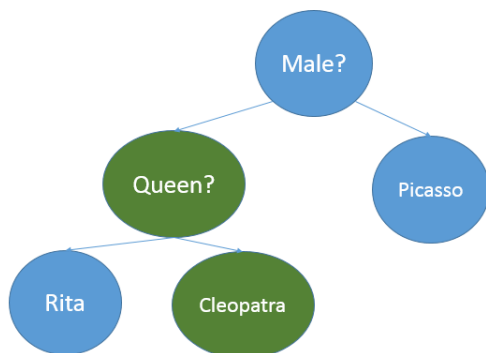
OK, I gave up...

Person name: [Your Person]

New Question [Question to differer]

[Make me Smarter!]

Here is how a new guess is added:

Step 1 – Read two inputs from user and build the nodes:

Step 2 – Connect the nodes to the questions tree:

Hint: in order to correctly connect the nodes, use will need two variables:
gPrevQuest, gLastRes

Next Steps

1. Save the tree to local storage (use a storage-service)
2. Add bootstrap

Bootstrap

- Experience and demonstrate the power of bootstrap by using various classes and components
- Create several pages, such as:
  - Homepage
  - About
  - Explore
  - ContactUs
  - Etc.
- Cover as much as you can:
  - NavBar
  - Modal
  - Carousel
  - Collapse
  - Dropdowns
  - Contact form
  - Table showing some data
  - Cards
  - Use bootstrap Grids