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Project 3 Mole Project

Our project that was assigned to our team was the mole game, this game consists of some moles that would appear on the canvas or board at random locations and the user would have a limited of time to click or “whack” as many moles as they can before their time is up. Then at the end of the game the score would then be displayed at the top of the screen to show the amount of moles that the user has whacked

Now to implement this into our code we would use a control flow diagram where we would try to make our ideas come together. So, our first concern was making the code know if the game was running or not so to do this, we would implement a simple boolean function if the game is playing then “true” if the set timeout has been reached then play == false. Then we moved onto the meat of the code where they would make a Math.random function to pick a location of where the moles would be located. Then we would make a 2d list of the which quadrant of the canvas the mole would appear inside of the pop function. Then we would focus on the drawing of the mole which we decided to do some of the rotating cubes that we designed in class.

To keep track of whether a mole was present or not, we would create a board which would have the locations of the moles. We would use a boolean system for this too, if the mole is in that location, then our point in the board would say true but if the mole isn’t there then it would state false. Then for the sound effects of the game would have the function of playSound which would play the sound of whatever file that was desired such as mole.mp3 which is the into of the game, bonk.mp3 is when the user successfully whacks a mole, and yay.mp3 is played when the set timeout is reached and would signify that the game has ended. Then in order to display the score on the screen we would have to use the document.getElementById(“message”).innerHTML which would allow use to display what ever we wanted on screen, but this would mean that we would also have to have directions of where to place this message on HTML so the code to do this is `<div id="message" style="text-align: center; font-size: 24px;"></div>`. This would tell the HTML that message would be centered, and they would set the font size too. Then after doing that we were free to write whatever was appropriate for the score. We could do this by concatenation of the string “You Whacked “ + score + “ Moles!”. Score was a variable of how many times that the user would successfully whack a mole.