Whack a mole

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Game/Mechanics

- For this project we had to create a program that would play a game of Whack-a-mole.

- In this game moles pop up on the screen and the player must hit each mole to score points.

- The faster the player gets the moles the more points they will score.

- The game will end after a set amount of time.

The Solution

- Use a Boolean to let the program know when we are playing.

- Use set Interval() to make moles pop up at certain times.

- Use set timeout() to end the game.

- Use an array to determine where the moles are (for example board[2]==true, means there is a mole in the bottom left).

- Use a render function to draw moles in the appropriate spot.

CFD
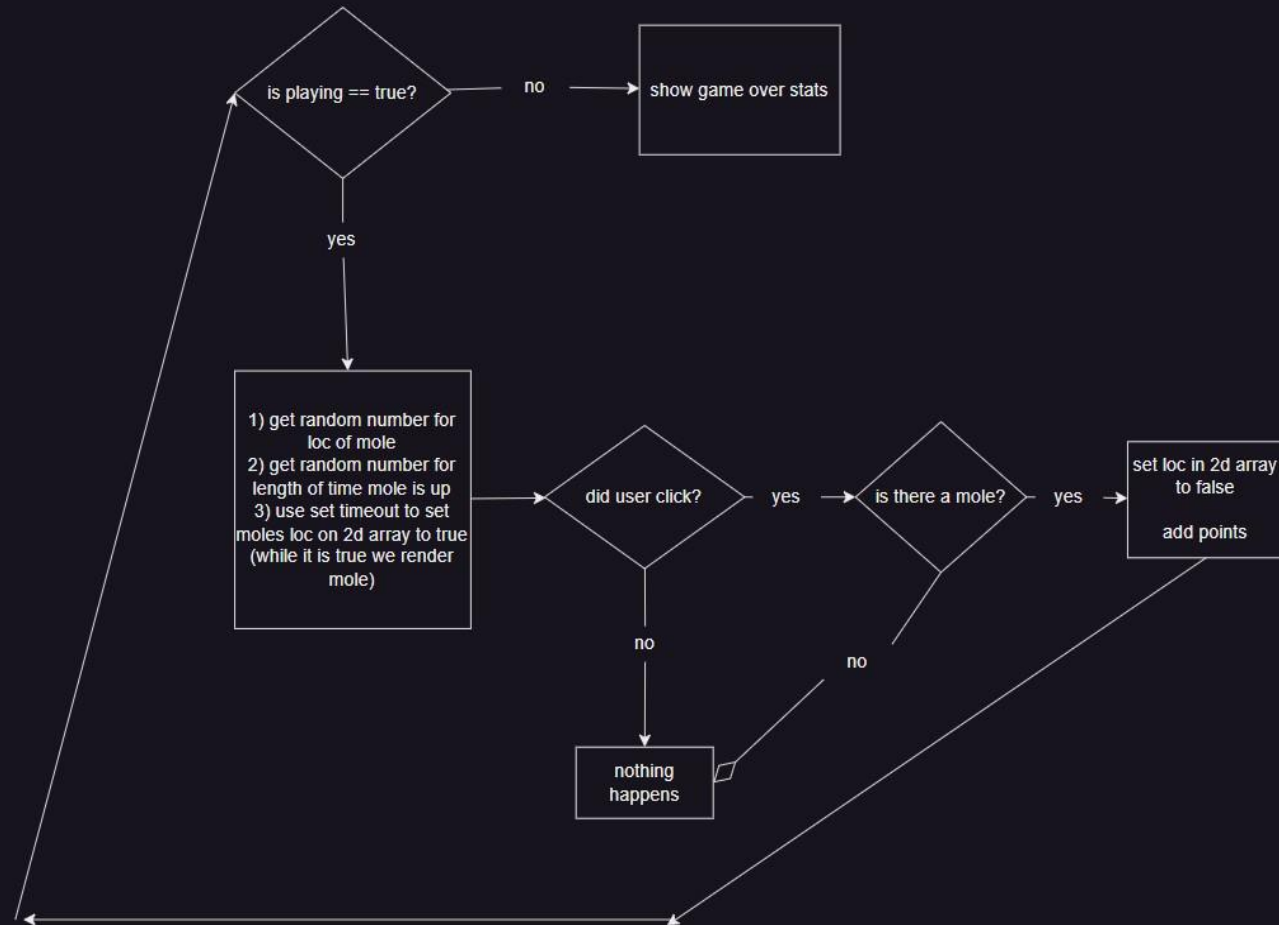
JS functions

- Set timeout
- Set interval

demo

Questions