

Week 5 Assignment

Overview

In this assignment, You'll create a Trivia game using JavaScript for the logic and jQuery to manipulate HTML. Be sure to layout this app with valid HTML and stylish CSS.

Remember

You will be fully capable of doing this homework by the end of Saturday's class.

Before You Begin

1. Create a GitHub repo called `TriviaGame`, then clone the repo to your computer.
2. Create a file inside of the `TriviaGame` folder called `index.html`. This is where you'll mark up all of your HTML.
3. Don't forget to include a script tag with the jQuery library.
4. Create a folder inside of the `TriviaGame` folder called `assets`.
5. Inside `assets`, create three folders: `css`, `javascript`, `images`
 - * In your `css` folder, create a `style.css` file.
 - * In your `javascript` folder, create an `app.js` file; here you'll write all of your JavaScript and jQuery.
 - * In your `images` folder, save whatever images you'd like to use in this exercise.
6. Choose a game to build from your options below.

Option One: Basic Quiz (Timed Form)

![Basic](Images/1-basic.jpg)

[Click Here to Watch the Demo](basic-trivia-demo.mov).

- * You'll create a trivia form with multiple choice or true/false options (your choice).
- * The player will have a limited amount of time to finish the quiz.
 - * The game ends when the time runs out. The page will reveal the number of questions that players answer correctly and incorrectly.
- * Don't let the player pick more than one answer per question.
- * Don't forget to include a countdown timer.

Option Two: Advanced Assignment (Timed Questions)

![Advanced](Images/2-advanced.jpg)

[Click Here to Watch the demo](advanced-trivia-demo.mov).

- * You'll create a trivia game that shows only one question until the player answers it or their time runs out.
- * If the player selects the correct answer, show a screen congratulating them for choosing the right option. After a few seconds, display the next question -- do this without user input.
- * The scenario is similar for wrong answers and time-outs.
 - * If the player runs out of time, tell the player that time's up and display the correct answer. Wait a few seconds, then show the next question.
 - * If the player chooses the wrong answer, tell the player they selected the wrong option and then display the correct answer. Wait a few seconds, then show the next question.
- * On the final screen, show the number of correct answers, incorrect answers, and an option to restart the game (without reloading the page).

- - -

Minimum Requirements

Attempt to complete homework assignment as described in instructions. If unable to complete certain portions, please pseudocode these portions to describe what remains to be completed.

- - -

A Few Last Notes

- * Styling and theme are completely up to you. Get creative!
- * Remember to deploy your assignment to Github Pages.
- * If you have any questions about this project or the material we have covered, please post them in the community channels in slack so that your fellow developers can help you! If you're still having trouble, you can come to office hours for assistance from your instructor and TAs.

****Good Luck!****

Copyright

Coding Boot Camp (C) 2016. All Rights Reserved.