

TEST YOUR REFLEXES

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Description

- **Test your reflexes**
- **3 screens**
 - Start button
 - Stop button
 - Track seconds
- **Top 5 users sidebar**

W O R K F L O W

G O A L S

BASICS

How many screens?

How many elements?

JS Funcionality.

How to store all users?

Search “localStorage”

BASICS

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How many elements?
JS Funcionality.

How to store all users?
Search “localStorage”

WHISHLIST

Responsive
Stopwatch
Scroll with all users
Random position
Levels of speed
Light/dark style

P L A N N I N G

Planning

- Define DOM
- Structure HTML
- Style elements
- Generic JS
- (...)
- Link nodes & functions
- Wishlist

W I R E F R A M E S

Login

○ ○ ○

USER NAME

START

Game



Game



Result

○○○

YOUR SCORE

AGAIN

LOGIN

○○○

USER NAME

LOG

GAME

○○○

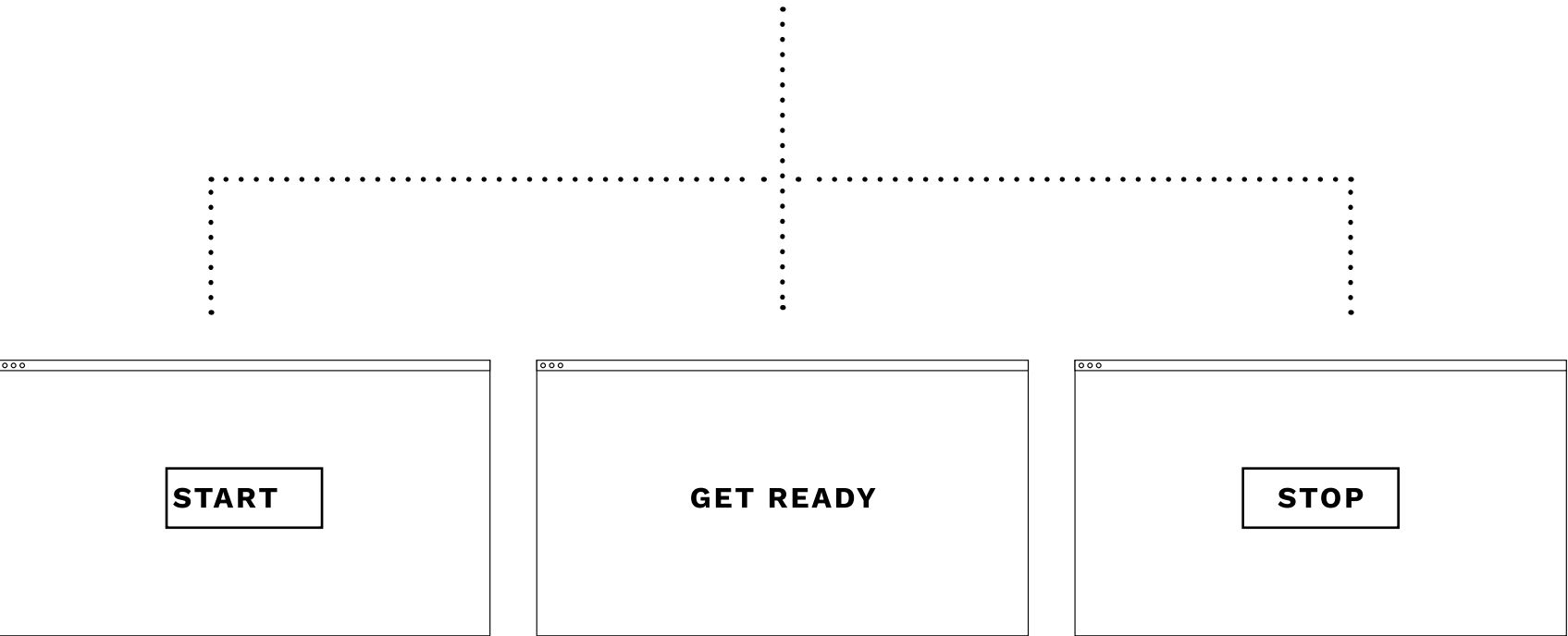
STOP ME!

RESULTS

○○○

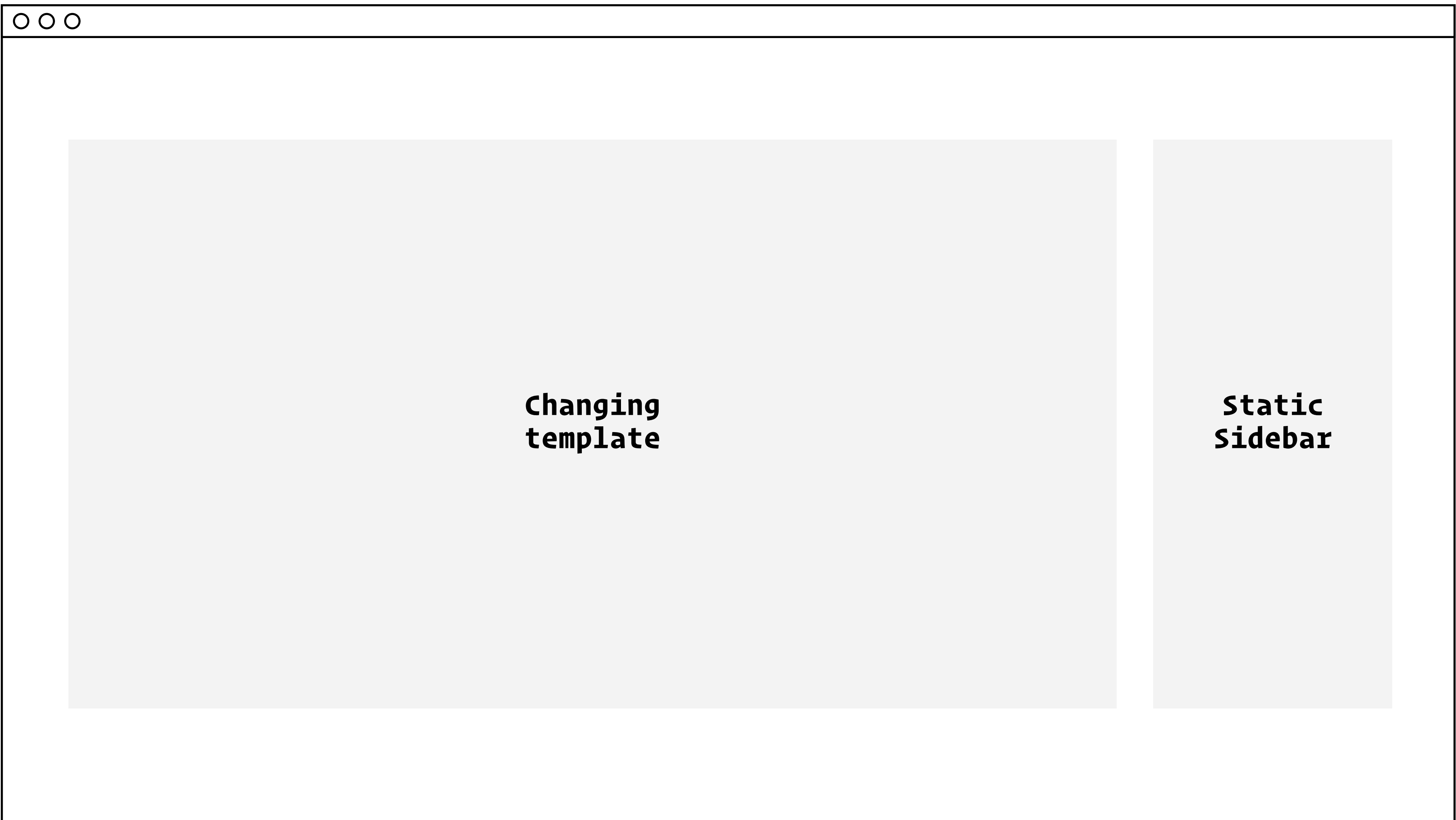
YOUR SCORE

AGAIN



F U N C T I O N A L I T I E S

T E M P L A T E S



```
<body>
```

```
<!-- Empty block -->
```

```
<div id="leftDiv">
```



```
</div>
```

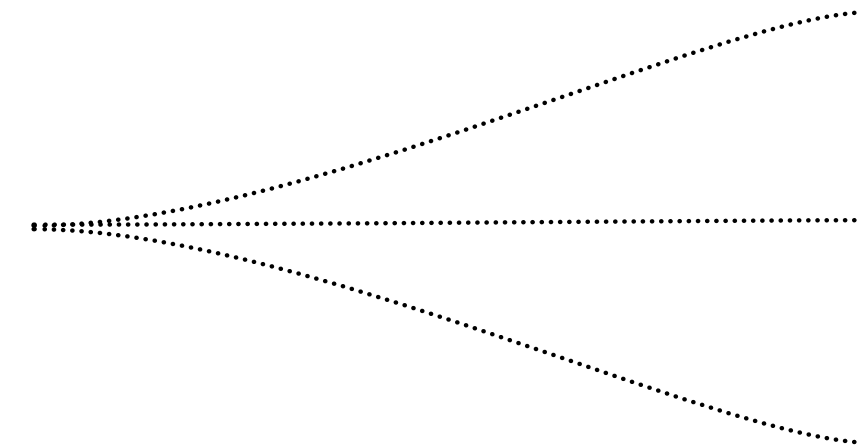
```
<!-- Sidebar -->
```

```
<div id="sidebarDiv">
```

```
<div id="sidebarContent"></div>
```

```
</div>
```

```
</body>
```

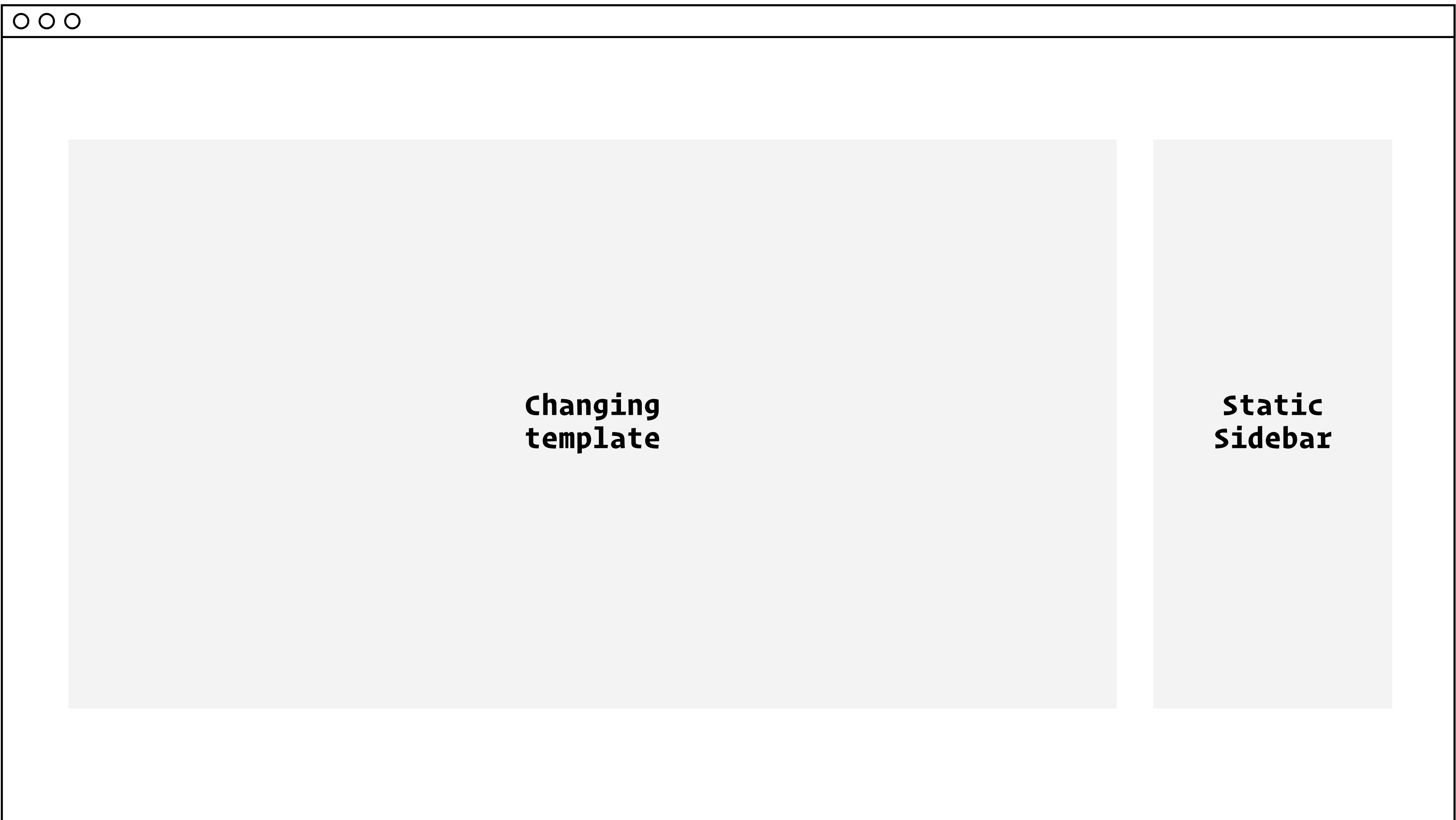


```
<template id="login"></template>
```

```
<template id="game"></template>
```

```
<template id="result"></template>
```

T R A N S I T I O N S



**Changing
template**

**Static
Sidebar**

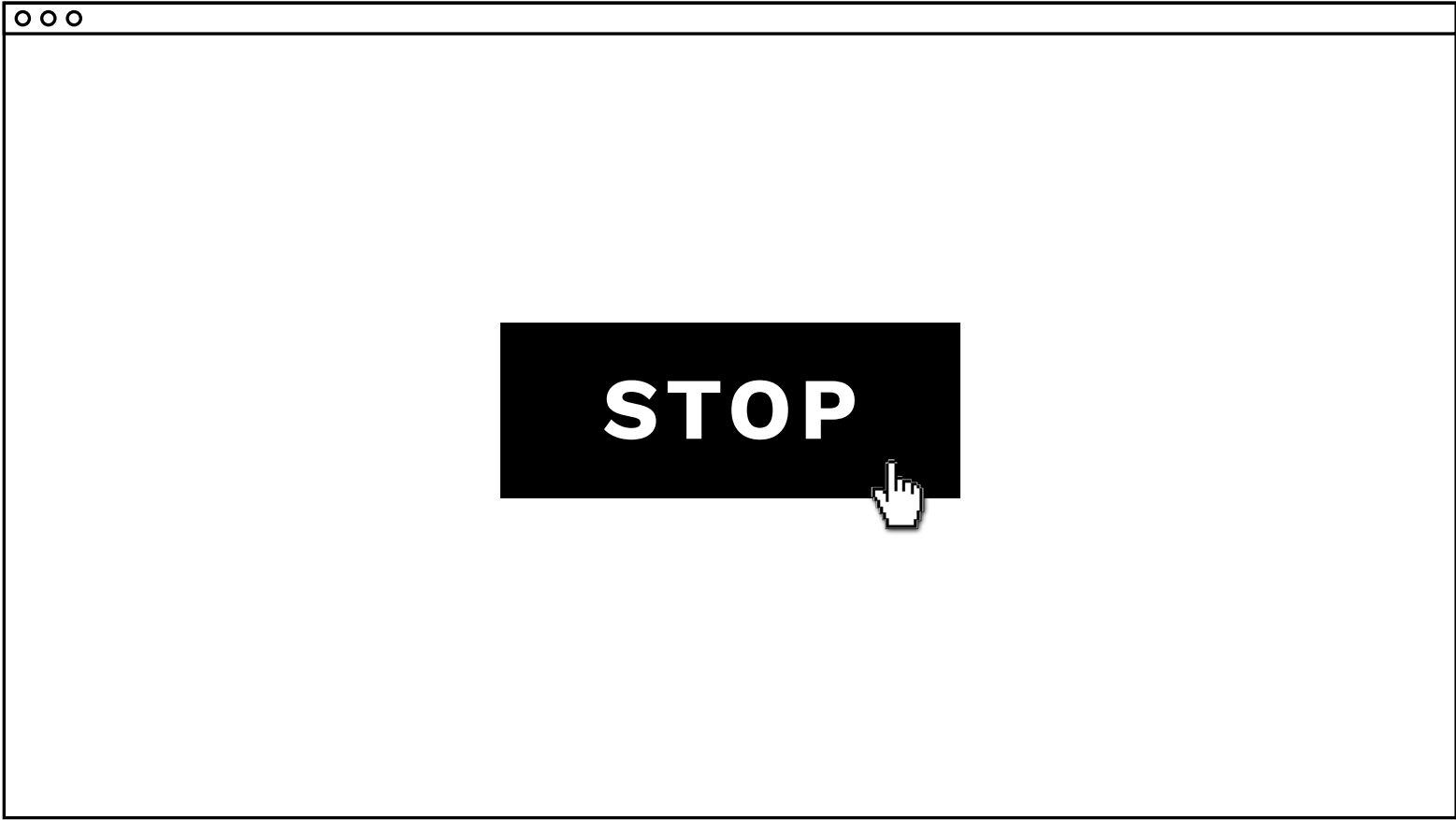
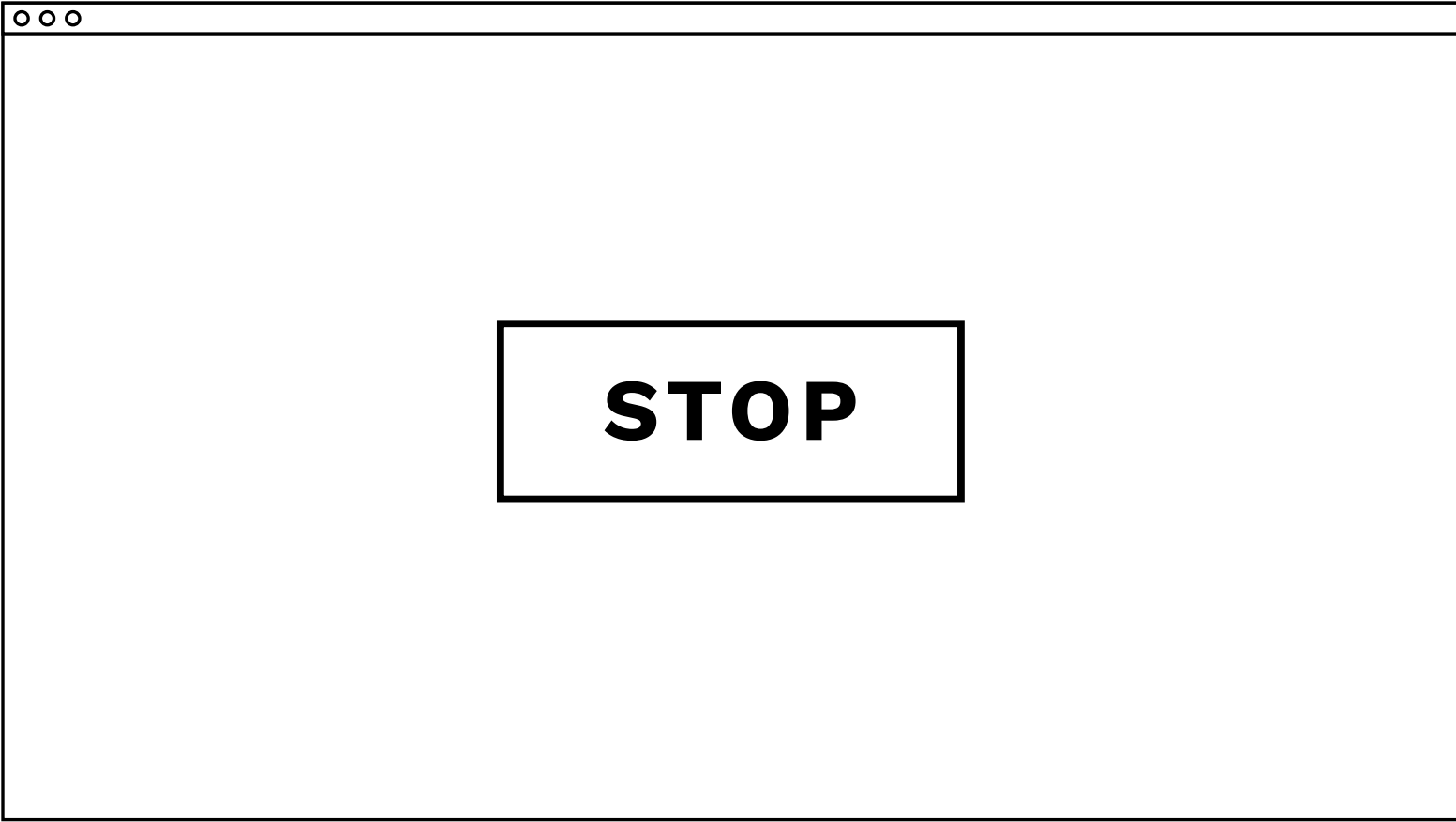


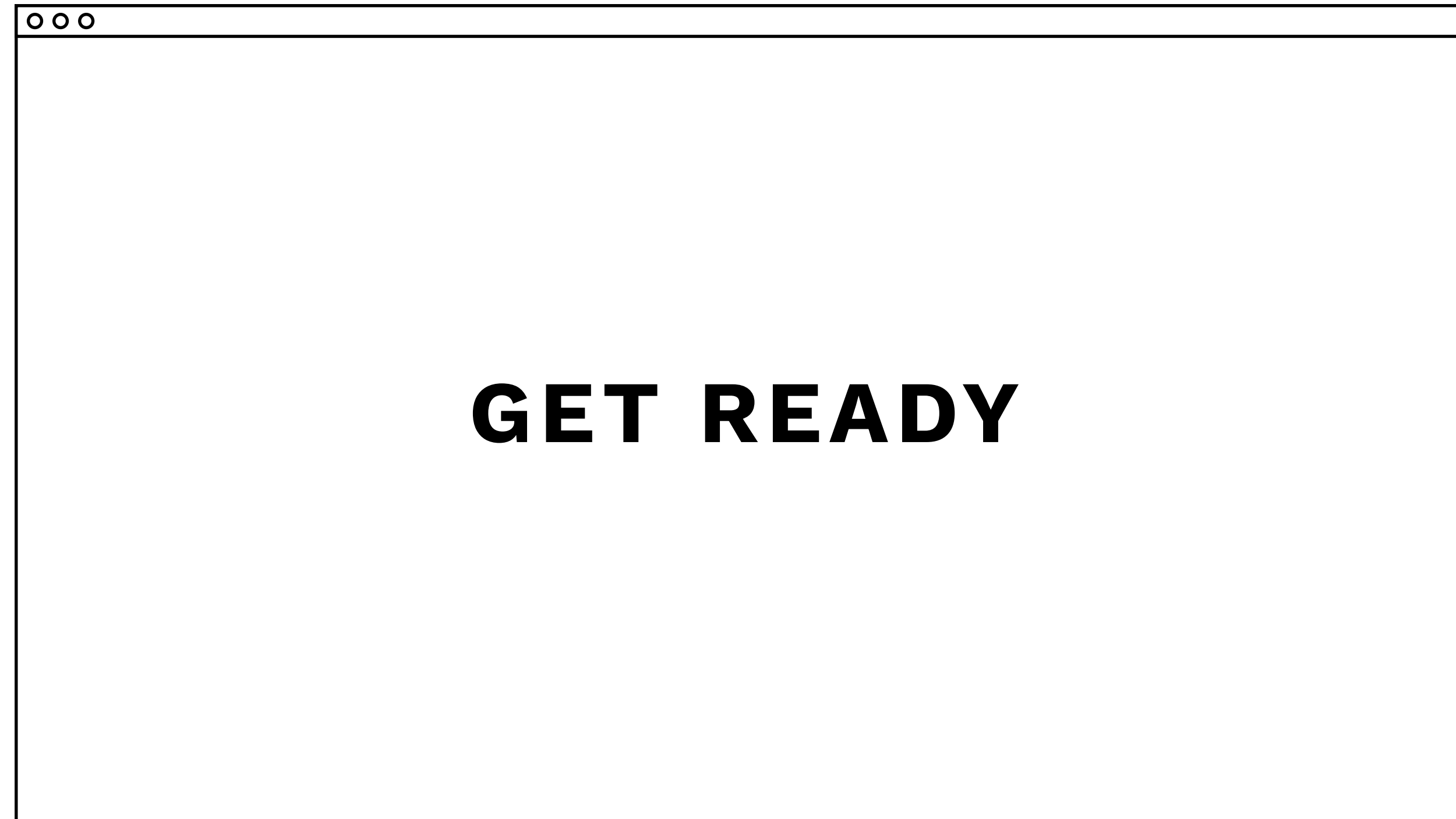
**Changing
template**

**Stati
Sideb**

T I M E E V E N T S

GAME

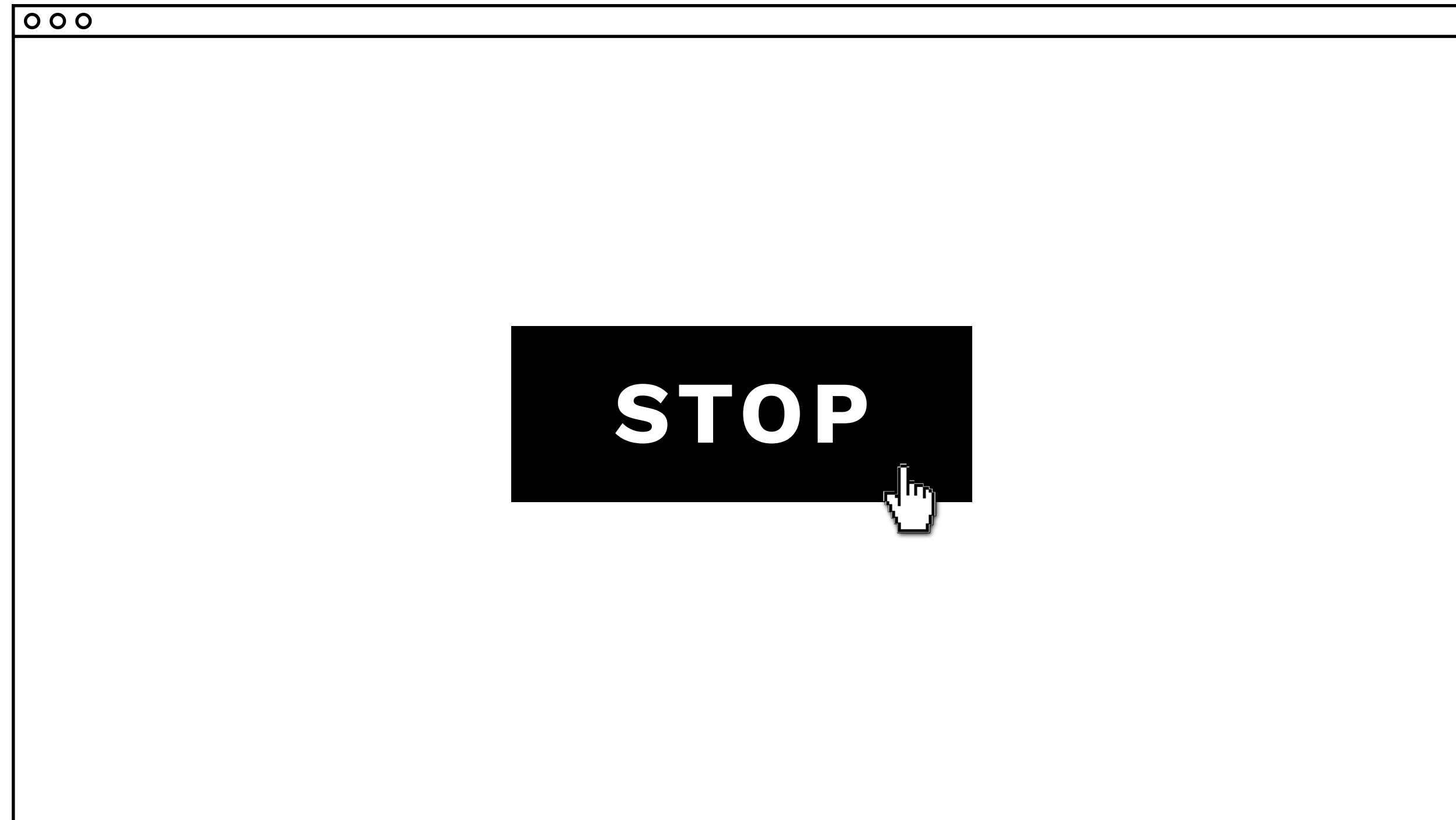




```
setTimeout(hideGetReady, randomSecond)
```




```
startTime = Date.now()
```



```
stopTime = Date.now()
```

// Get milliseconds

userResult = startTime - stopTime

```
// Get seconds
```

```
userResult = userResult / 1000
```

R A N D O M
B U T T O N



STOP ME!

STOP ME!

STOP ME!

STOP ME!

○ ○ ○

STOP ME!

id=0

STOP ME!

id=1

STOP ME!

id=2

STOP ME!

id=3

ooo

STOP ME!

id=0

STOP ME!

id=1

STOP ME!

id=2

STOP ME!

id=3

ooo

STOP ME!

id=0

STOP ME!

id=1

STOP ME!

id=2

STOP ME!

id=3



TEST YOUR REFLEXES | JS PLAY

CHOOSE YOUR USER NAME

User name

Start

Grid density & Speed

Small

Medium

Large

Slow

Normal

Fast

USER SCORES

#1 Ricard

0.40 seconds

#2 Test

1.33 seconds

#3 adf

1.95 seconds

#4 Aida

1.95 seconds

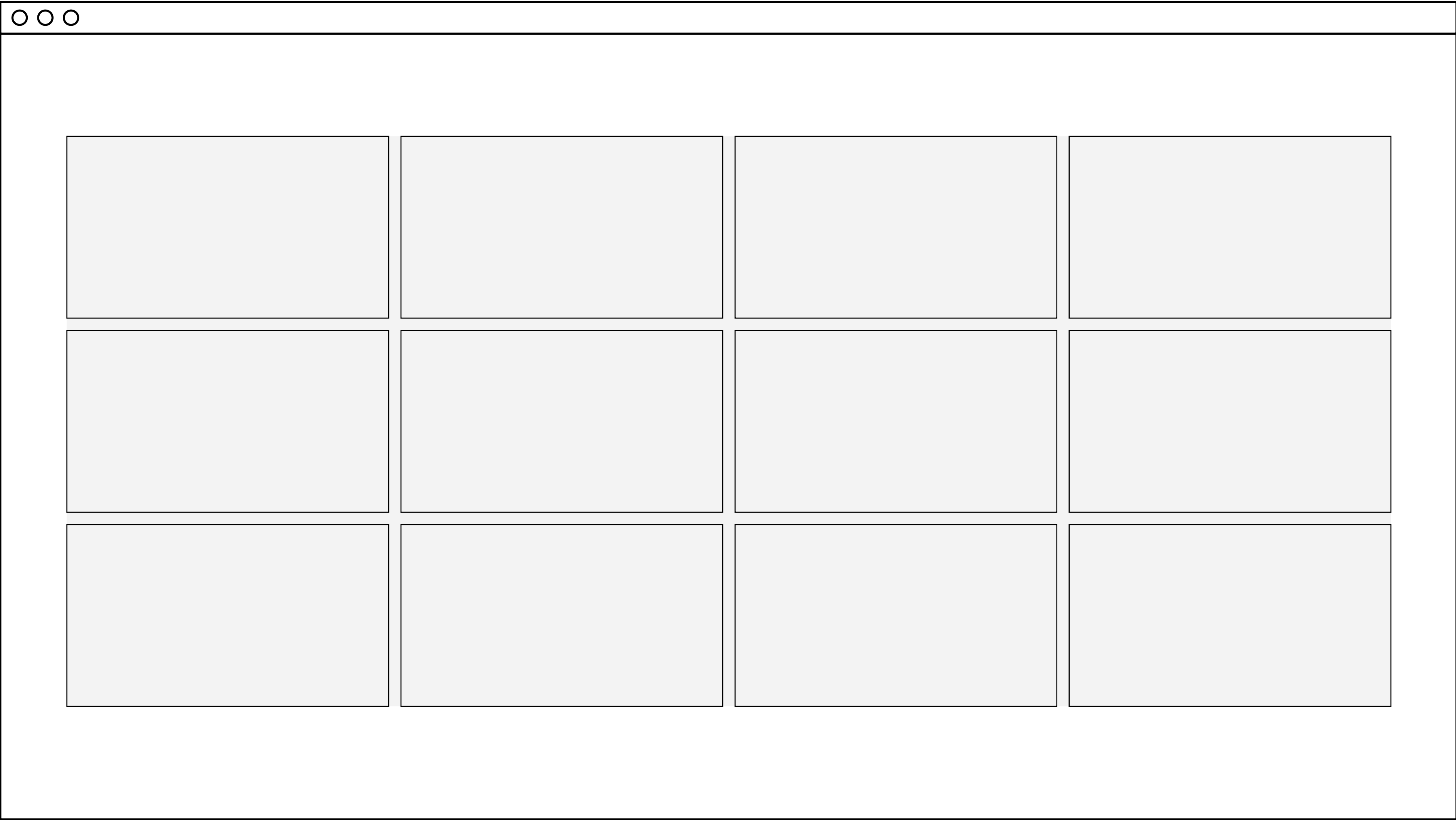
#5 Jon

1.97 seconds

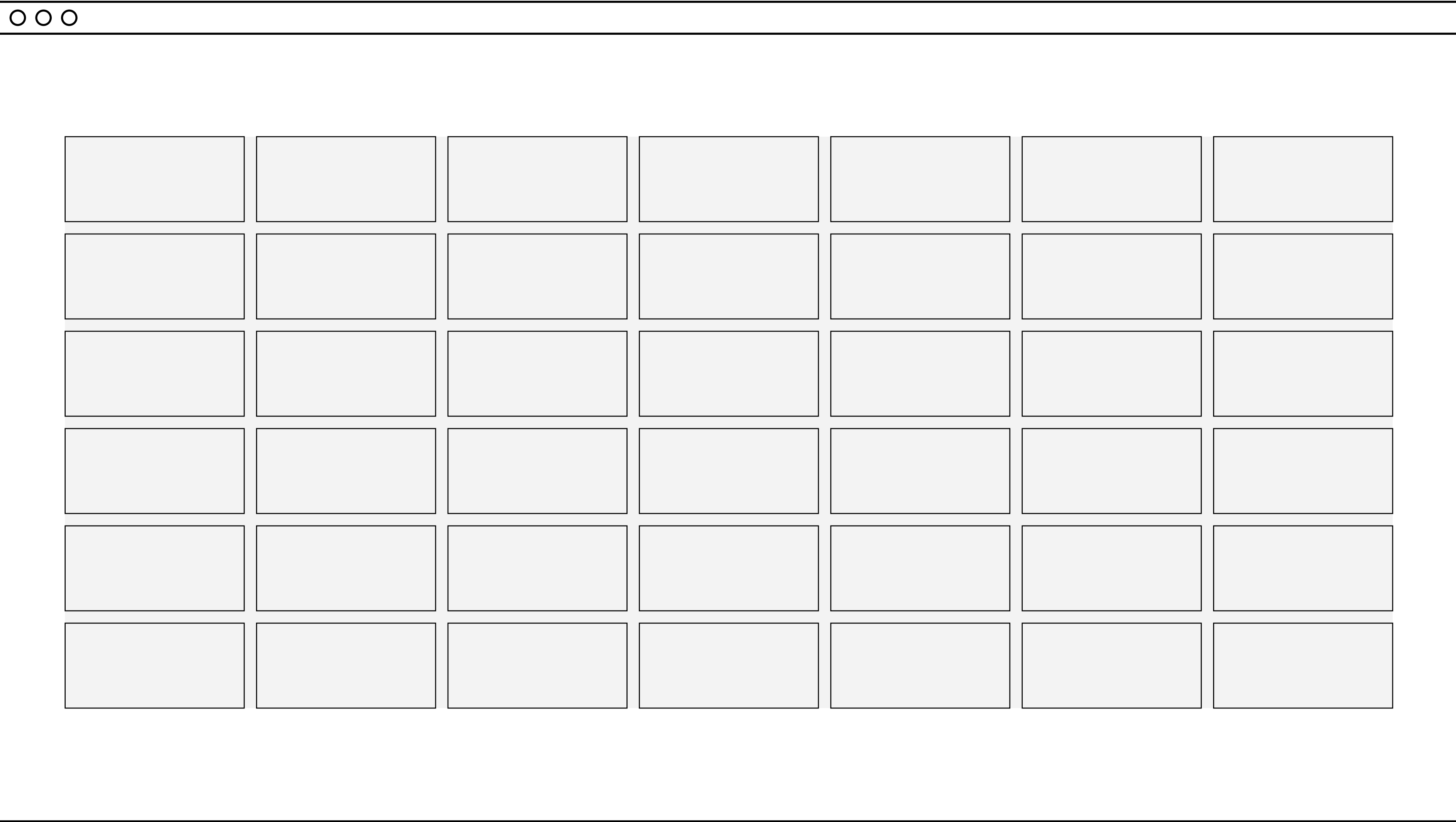
gridDensity=0 | speedLevel=.3



gridDensity=1 | speedLevel=.3



gridDensity=2 | speedLevel=.3



T O P U S E R S
A R R A Y

```
// Initial array  
scoresArray = []
```

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```
// Append key/value to localStorage  
localStorage.setItem(userName, result);
```



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// Append key/value to localStorage  
localStorage.setItem(userName, result);
```

```
// Push object for each item in localStorage  
for (let i=0; i<localStorage.length; i++){  
    userName = localStorage.key(i);  
    result = localStorage.getItem(userName);  
    scoresArray.push({name: userName, score: result});  
}
```

```
// Initial array  
scoresArray = []
```

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```
// Push object for each item in localStorage  
for (let i=0; i<localStorage.length; i++){  
    userName = localStorage.key(i);  
    result = localStorage.getItem(userName);  
    scoresArray.push({name: userName, score: result});  
}
```

```
// Sort by score and get top 5  
scoresArray.sort(function()).slice(0,5);
```

W I S H L I S T

& L E S S O N S L E A R N T

Wishlist

- Responsive
- Dark/Light themes
- More distractions
- Stopwatch

& lessons learnt

- Mobile-first strategy
- Take care of GIT
- Peer learning
- Generic > Specific
- Simple > Complex
- Daily goals

THANK YOU