

# JS Play I Project

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## Test your reflexes

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Resoldre el repte que ens han posat.

Usuari Start Stop

Fase 2 / Extra Botó que aparegui aleatoriament a la pantalla

Si l'usuari triga més d'un segon, el botó es mou

### Tech lead

· Analitzar quins elements necessitem. · Backgrounds de cadascú? · Guardar variables? · Quines pantalles tenim? · Esdeveniment?

**Fase 1** · Dades d'usuari

**Fase 2** · Acció

**Fase 3** · Resultats/Rankings

**Extres** · Modalitats. · Variables.

## Daily log

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25.03.2021 – 15h.

· Storing data?

· Define a user object · Name · Score · isPlaying (true/false).

· Current player:

· Time events: · Convert milliseconds to seconds and milliseconds. · Math.ABS(date1, date2).

· Templates:

- Object of winners (5 first) · Push every user in an array with his/her score · Set the array (score).

## Questions

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- Play again with same user · Log with another user

29.03.2021 – 9h.

- `isPlaying`: is not actually necessary. · Empty string when user finishes the game. · We'll use `localStorage` .

Kim + Jon · User logs functionality

Hayk + Ricard: · Elements structures

Screens:

### 1. User log:

#### ◦ Main

- Chose name (**Text**)
- User name (**Text**)
- Name (**TextArea**)
- Start (**Button**)

- Changes template

#### ◦ Sidebar:

- User scores (**Text**)
- Currently playing (**Text**)
  - Name (**Text**)
  - Currently playing (**Text**)
- Rank (top 5):
  - Name (**Text**)
  - Score ( **Dynamic Text**)

## 2. Game:

### 2.1: Start game:

- Main:
  - Start game (**Button**)
    - Disappears 0-10 seconds (**Time event**). · Changes template
- Sidebar (equal as page 1).
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### 2.2: Game:

- Main:
  - Stop (**Button**) -- ID StopButton
    - Changes template
    - Stops the time count (**Clear timeOut**)
    - Add user and score to `localStorage` .

## 3. Results:

- Main:
  - Your score (**Text**)
  - Your reaction was (**Text**)
  - Score (**Dynamic Text**)
  - Play again:
    - Changes the template (Start)

## Problems

- Templates need to charge and declare variables only once they are uploaded.
- Reuse templates (and don't lose them) when added to DOM using `importNode` .

30.03.2021 – 9h.

· Jon: captured `startTime` and `endTime` and calculated results.

- Problemes al no solucionar tots els conflictes.

- Kim: accessed all users and sorted the result into a new array of top 5 users.

- Hayk (& together): read and cleaned `changePage.js` functionalities.

- Hayk & Kim: grid displaying stop buttons

- Ricard: solved duplicated result (new Array).

- Ricard: required name

**\*\*Working on: \*\*** · Kim/Hayk: make grids using JS. · Jon: make transitions to make the game full screen · Ricard: adapting CSS styling to the new declared IDs.

## TODO

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- Unify class case to `kebab-case`

- Clear all `localStorage` .

- Check that each user has been added to the `localStorage` .

## Wishlist

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- Responsive design.

- Add scroll to top users (show all).

- Stopwatch? · Difficulties: · Change position randomly · Duplicate button · Add light/background/color effects to make it more difficult. · Levels with less time and more movement.

- gif

- Clickar la tecla que apareix a la pantalla