**M256 Computer Programming**

## Major Project #2: *I’m thinking of a number …*

**Grade Sheet:**

* HTML Elements:

*Element with innerHTML property for:*

*# of guesses left*

*# of total rounds*

*# of rounds player won*

*# of rounds computer won*

*Text box for entering a guess*

*Button to check the guess*

*Button to restart the entire game*

|  |  |
| --- | --- |
| *7* | */ 7 points* |

* Clear instructions on how to play

Display when game loads for the first time

Don’t display each time a new round starts

|  |  |
| --- | --- |
| *2* | */ 2 points* |

* Generate a random number between 1 and 50

|  |  |
| --- | --- |
| *3* | */ 3 points* |

* Display appropriate message after correct guess

|  |  |
| --- | --- |
| *2* | */ 2 points* |

* Display appropriate message after incorrect guess

|  |  |
| --- | --- |
| *2* | */ 2 points* |

* Only allow 6 guesses; round ends after 6 wrong guesses

|  |  |
| --- | --- |
| *2* | */ 2 points* |

* After each guess, update all variables & displayed

values appropriately

|  |  |
| --- | --- |
| *7* | */ 7 points* |

* At the end of each round, automatically start a new round.

Update all variables appropriately and alert the player.

|  |  |
| --- | --- |
| *2* | */ 2 points* |

* Do all processing in functions with appropriate programming structures

(output strings, local & global variables, decision statements, etc.)

|  |  |
| --- | --- |
| *2* | */ 2 points* |

* Overall quality of code (indenting, comments, descriptive names, etc.)

|  |  |
| --- | --- |
| *3* | */ 3 points* |

* Enhancements:

|  |  |
| --- | --- |
| *6* | */ 8 points* |

**Total:**

|  |  |
| --- | --- |
| *38* | */ 40 points* |

**General Comments:**

Looking for a few more functionality enhancements