Project Final Report

1. **Development Description:**

**The name of the game that I designed is Catch the balls. It is a very easy game for children in which they have to click on balls to save them from going into fire. It has two levels and it is user or player’s choice that which level he/she want to play.**

**The main objective of this game is to create a very simple and easy game for children to play when they are bored by using the different concepts that I learnt in this semester about JAVASCRIPT. It is mainly for younger children because it is very simple.**

**I used all the main concepts that I learnt this semester in Course “Introduction to Web Programming”. I made buttons to start the game and assigned the functions to them using Event handlers, also I used different if else statements and alerts to describe the end of the game. I created the balls using objects and I updated the scores by creating Arrays.**

1. **User Manual:**

**The player has two options for starting the game as there are two levels: LEVEL1 and LEVEL2. I would recommend you to try LEVEL1 firstly.**

**So, click on start game level1 button and you will see the balls falling down into fire. All you need to do is to click on these balls to save them. By saving 1 ball, you will earn 1 score and you need to earn 30 scores in 30 seconds to win the game in level1. The timer is running in the background.**

**The same is with the level2. In this you need to click on start game level2 button and you need to earn 30 scores in 15 seconds to win.**

1. **References:**

**I used the knowledge of the concepts that I learnt in this course that means I used the lecture slides, textbook and previous labs to create this game. Moreover, I used w3c schools to clear if I had any doubt while doing my project.**