

Outline Javascript code planning (Pseudo code)

Add event listener : Dom content loaded function

Add event listener : Start button click function

gameStart

Add event listener : Instructions button click function

Drop down the instructions : toggle class to transition to different location

Add event listener : Top 10 button click function

Drop down the top 10 : toggle class to transition to different location

Add event listener : Done (entering name for leader board) button click function

nameEntered

Add event listener : Done (seeing name on leader board) button click function

Top10Seen hide top10modal

Add event listener : Mute button click function

Toggle show / hide sound button

Function : tone(colourButton)

Check mute status by seeing which icon is hidden

If sound then

Generate tone with colourButton.frequency

Else break

Function : buttonPress(colourButton)

Hide button (toggle button visibility class)

Call tone(colourButton)

Timeout(show button (toggle button visibility class), 200)

Function : checkScore

Hide current score and set to 0

Show start button

(Read top 10 from local store or html and check length. If less than 10 then congratulate and ask name and update leader board table. If 10 on leader board then sort array and compare current score with minimum array value and if greater than minimum array value then remove minimum value with push current score and ask user to enter name and hit done then sort and update html on top 10 drop down and in local store and display as html on modal until done pressed.

If not in top 10 commiserate and wait till done pressed.)

Iterate and get data from local store into array

Check score against array data

 If less than 10 in array

 Ask for name on name entry modal and push data to array on button press

 Update top ten table modal (call updateTopTen)

 Update localstore

 Else if 10 in array then see if new score is greater than lowest score in array and if so ask for name and replace lowest score

 Ask for name on name entry modal and push data to array on button press

 Update top ten table modal (call updateTopTen)

 Update local store

 Else commiserate and reset game

Function : updateTopTen

 Get table of elements off topTen modal updating innerText on each iteration with name and value from local store data in local array variable

Function : updateLocalStorage

 Iterate and write new score board to local store

Function : nameEntered

 Update leader board and display as modal until done pressed.

Function : gameStart

 Let gameArray []

 Let currentScore

 Let timeout

 Let counter = 0

 const yellowButton = {

 number : 0,

 frequency : 400

 };

 const redButton = {

 number : 1,

```

        frequency : 500
    };

    const greenButton = {
        number : 2,
        frequency : 600
    };

    const blueButton = {
        number : 3,
        frequency : 700
    };

    //Declared in gameStart to have access to gameArray, timeout
    Function : checkAnswer(colourButton)

        Clear timeout

        Check if input correct : If gameArray[counter].number === colourButton.number and counter
        < gameArray.length then

            ++counter

            buttonPress(colourButton)

            Set timeout

        Else if gameArray[counter].number === colourButton.number and counter ===
        gameArray.length then

            //remove coloured button listeners as about to run a game sequence and no
            buttons are to be pressed

            Remove event listener : Yellow button click function

            Remove event listener : Red button click function

            Remove event listener : Green button click function

            Remove event listener : Blue button click function

            gameSequence()

        else

            checkScore()

```

Function : gameSequence()

Push random button colour object into gameArray

Loop through gameArray calling buttonPress(colourButton) for each element in array passing
in the value with delay of 1s between calls

```
//Add coloured button press event listeners (so have access to the local game array and only  
//functional during game) that call individual coloured button functions
```

Add event listener : Yellow button click function

```
checkAnswer(yellowButton)
```

Add event listener : Red button click function

```
checkAnswer (redButton)
```

Add event listener : Green button click function

```
checkAnswer (greenButton)
```

Add event listener : Blue button click function

```
checkAnswer (blueButton)
```

Timeout 10s Wait for button press then

```
//remove event listeners as no game running until start pressed
```

```
Remove event listener : Yellow button click function
```

```
Remove event listener : Red button click function
```

```
Remove event listener : Green button click function
```

```
Remove event listener : Blue button click function
```

```
call checkScore function
```

Hide start button

Show current score 0

Call gameSequence()