

GAMES-ON

A gaming website

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Overview

Building a gaming website that comprises of some of the most famous games and lets the user have a great funtime playing the games of his/her choice.

Techstack

- ▶ HTML
- ▶ CSS
- ▶ Javascript

Some additional libraries used:

- ▶ Animate.css - CSS Library
- ▶ Toastr - Javascript Library

Description

HTML and CSS have been used to design the layout of the website.

For the time being, 3 games have been prepared for the website.

They are as follows:

- ▶ The Simon-Game

It has been created using HTML, CSS and JAVASCRIPT. The objective of the game is to repeat a series of random tile clicks created by the game. After each round, the sequence becomes progressively longer and more complex which makes it harder to remember. Typically, there will be four different tiles, each with a unique colour and sound which is activated when pressed. The sound aids the player in remembering the sequence and the game ends if the player misses a step in the sequence, provided the game is being played in the STRICT mode.

► Rock-Paper-Scissors Game

It's a simple fun game in which both the players have to make a choice out of rock, paper, or scissors. Here, the user will be playing against the computer. It has only two possible outcomes- a draw, or a win for one player and a loss for the other. A random option will be generated from the computer's side and the one who wins will get one point every time. This game has been designed mainly using JAVASCRIPT. Moreover, HTML and CSS have been used to design its layout.

▶ Wordle Game

It's a word game, developed using HTML, CSS and JAVASCRIPT, which is very easy to play and has very simple rules that one can go through as follows :

- ▶ The player has to guess the Wordle in six attempts or less
- ▶ Every word, which is entered should be in the word list
- ▶ If the letter is correct, the color would turn green
- ▶ If the letter is correct but placed wrong then it would turn yellow
- ▶ An incorrect letter turns gray
- ▶ Letters can be used more than one time

Learnings

- ▶ developed a good understanding of the javascript functions while developing all the 3 above mentioned games
- ▶ learnt how to work with font awesomes, google fonts and different js and css libraries to improve the layout and appearance of the games
- ▶ explored many different ideas while working with css

To-Do

- ▶ completion of the main website by adding all the games and the required hyperlinks of the same
- ▶ improvement of the appearance of the main website and making it responsive
- ▶ removal of a bug from the wordle game due to which currently nothing appears on winning or losing
- ▶ setting the number of rounds after which the winner will be declared in the rock, paper and scissors game
- ▶ further scope of adding newer games to the website

THANK YOU

Any kind of feedback is welcomed!