Test Project

Module 06 – FRONT END

WSA2021\_TP17\_Module06

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**INTRODUCTION**

In this module you will have 2.5 hours to develop a small memory game where the user must try to find the pairs of cards to win the game and be at the top of the ranking with the fewest possible rounds.

A small layout was made available for you to develop the game's front-end programming. It is allowed to modify the files provided in order to ensure the best user experience for the user. Follow the instructions below to develop your work.

**TEST PROJECT DESCRIPTION**

When the user accesses the module address, the welcome message “Welcome to the Guatemala Memory Game” and the “Start Game” button should be presented.

By clicking on the “Start Game” button, the welcome message should be removed and the game area displayed, starting the game.

In the game area are presented:

* Round Counter: Displays the amount of rounds performed by the player; Starting with the value 0 (zero).
* 20 Cards (10 pairs): Each pair of cards must feature one of the images of Guatemala, available in the media files;
* “Restart” button: Button to restart the game;

When starting the game, the cards must have their images randomized, and pairs of cards must have the same background image to indicate that they are pairs. The images of the cards must be presented hidden, that is, the cards must initially be presented face up.

The user must select a desired card by clicking on it. There should be an animation of rotating the card, then showing its image.

When selecting two cards, the round counter must be incremented. If the cards presented have the same image, they must remain displayed and these cards can no longer be selected again, indicating that the pair of cards has been found. If the card images are different, the two cards must be rotated again, hiding their images. These cards are once again available for selection.

When all 20 cards have their pairs found, the game is over. A field must be presented for the user to enter their name together with the “Ok” button. The “Ok” button should be displayed as disabled. The “Ok” button should be enabled only when the name field is filled. After clicking on the “Ok” button the game ranking should be displayed along with the “Restart” button.

The game ranking must present the 10 best registered results, in descending order of the users' round counter, that is, the users who had the lowest round counter are at the top of the ranking. Users with the same round counter are in the same ranking position. The ranking displays the user name and its round counter. The game ranking must be stored in the browser's local storage, this way, the recorded results can be kept even if the browser is restarted.

When clicking on the “Restart” button, either in the game area or in the ranking presentation, the game must be restarted, with the welcome message and the “Start Game” button being displayed.

Include in your game the best possible ways of interacting with the user to ensure the best user experience, captivating the user.

You must ensure that your game can be used in the same way in different browsers, in this way the evaluation of your work will be carried out using the Google Chrome browser and the compatibility will be tested with the Firefox browser.

**INSTRUCTIONS TO THE COMPETITOR**

Please follow the instructions below to submit your work.

1. Media files are available in ZIP file. You can modify the files provided and create new media files if you wish.
2. Save your project files in a folder called “XX\_ module06”.
3. Ensure that your game can be started when the address http://<domain>/XX\_module06 is accessed

\* XX is your country code.