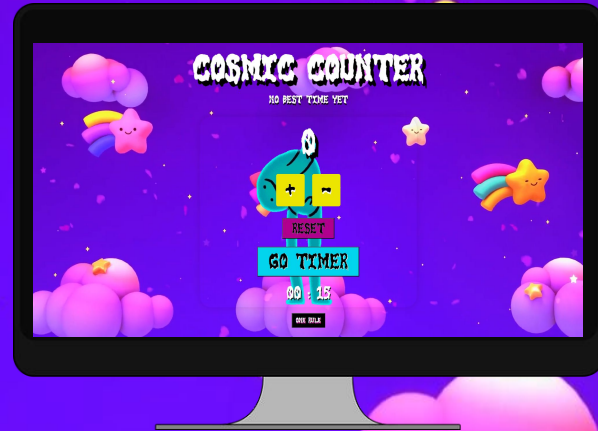
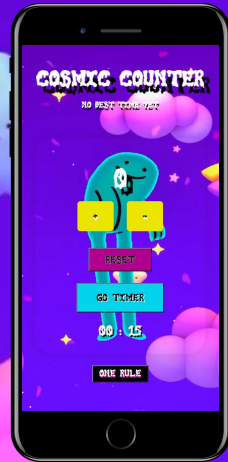
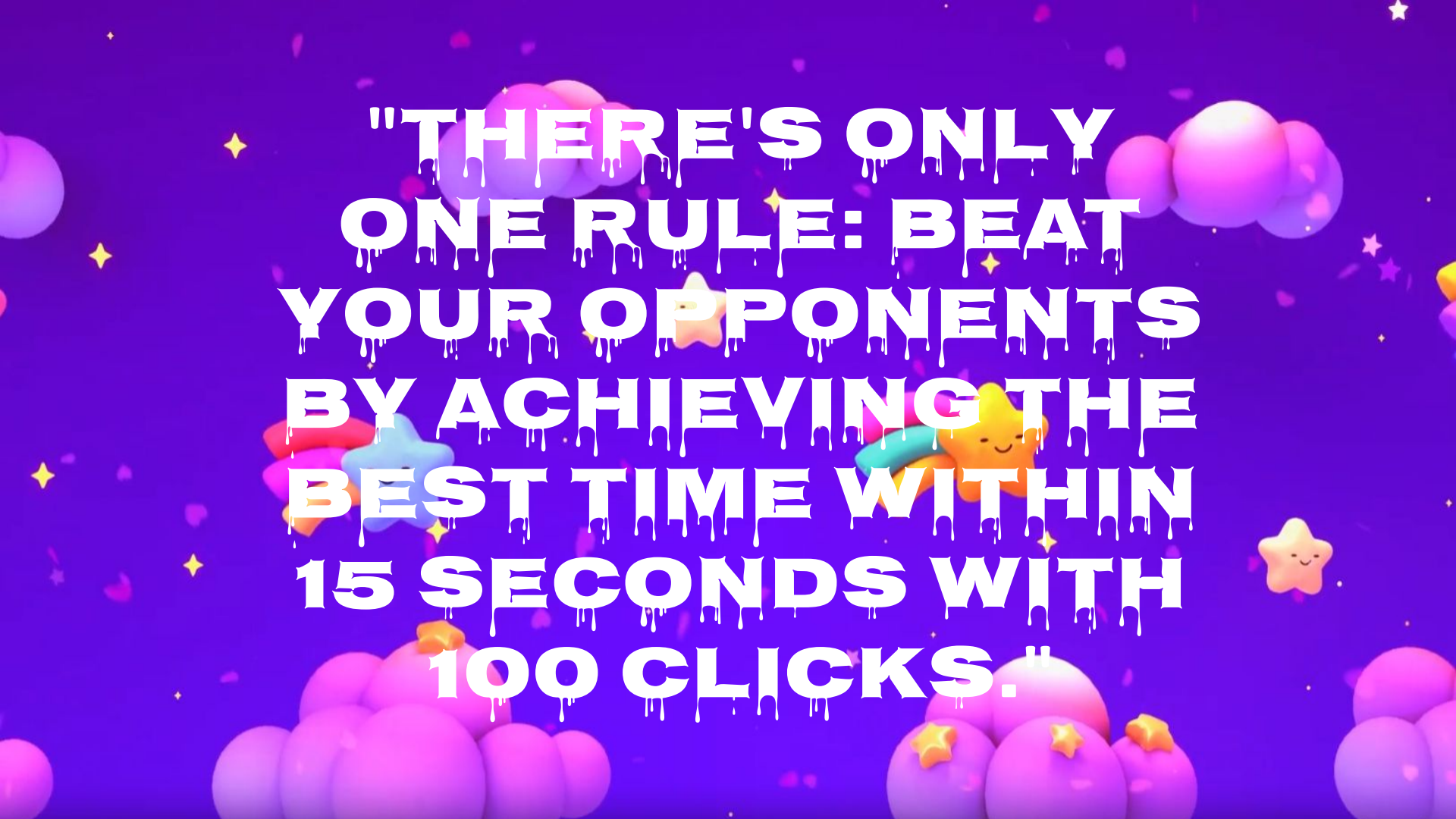


COSMIC COUNTER



**THIS IS MY FIRST
MINI-GAME, AND I HAD SO
MUCH FUN MAKING IT!**





**"THERE'S ONLY
ONE RULE: BEAT
YOUR OPPONENTS
BY ACHIEVING THE
BEST TIME WITHIN
15 SECONDS WITH
100 CLICKS."**

FUNCTION TO CREATE COUNTER ELEMENTS

```
// Creazione degli elementi HTML utilizzando la funzione createDOMElement
function createDOMElement(tagName, className, innerHTML, id) {
  const element = document.createElement(tagName);
  if (className) {
    element.setAttribute('class', className);
  }
  if (id) {
    element.setAttribute('id', id);
  }
  if (innerHTML) {
    element.innerHTML = innerHTML;
  }
  return element;
}

const container = document.querySelector('.container');
const displayNumberBox = createDOMElement('div', 'displayNumberBox');
const displayNumber = createDOMElement('p', '', '0', 'displayNumber');
const buttonsContainer = createDOMElement('div', 'buttonsContainer');
const plusButton = createDOMElement('button', '', '+', 'segnoPiu');
const minusButton = createDOMElement('button', '', '-', 'segnoMeno');
const resetButton = createDOMElement('button', '', 'Reset', 'resetButton');
const timerButton = createDOMElement('button', '', 'Go Timer', 'timerButton');
const timerDisplay = createDOMElement('p', '', '', 'timerDisplay');
const regolaButton = createDOMElement('button', '', 'ONE RULE', 'regola');
const mostraRegola = createDOMElement('div', '', 'The only rule is to make 100 clicks within 15 seconds. The best time will be shown at t
```


HOW I ADDED ELEMENTS CREATED DYNAMICALLY WITH JAVASCRIPT AND ADD LATER TO THE DOM

```
// Aggiunta degli elementi al DOM
```

```
container.insertBefore(displayNumberBox, document.querySelector('.resetButtonBox'));  
container.insertBefore(buttonsContainer, document.querySelector('.resetButtonBox'));  
displayNumberBox.appendChild(displayNumber);  
buttonsContainer.appendChild(plusButton);  
buttonsContainer.appendChild(minusButton);  
container.appendChild(resetButton);  
container.appendChild(timerButton);  
container.appendChild(timerDisplay);  
container.appendChild(boxRegola);  
boxRegola.appendChild(regolaButton);  
boxRegola.appendChild(mostraRegola);
```

FUNCTION TO MANAGE THE COUNTER

```
// Funzione per aggiornare il numero visualizzato
function tabellone() {
    displayNumber.textContent = counter;
}
// Funzione per incrementare il contatore
function incrementa() {
    counter++;
    tabellone();
    checkWinCondition();
}
// Funzione per decrementare il contatore
function decrementa() {
    if (counter > 0) {
        counter--;
        tabellone();
    }
};
// Funzione per reimpostare il gioco
function resetta() {
    counter = 0;
    tabellone();
    clearInterval(intervallo);
    timerButtonDisabled = false;
    if (timerDisplay.textContent !== "00 : 15") {
        timerDisplay.textContent = "00 : 15";
    }
}
```

FUNCTION TO START THE TIMER

```
// Funzione per avviare il timer
function avviaTimer() {
  if (timerButtonDisabled) {
    return;
  }
  timerButtonDisabled = true;
  resetta();
  startTime = Date.now(); // Memorizza il tempo di inizio
  let secondiMancanti = 15;
  timerDisplay.textContent = `00 : ${secondiMancanti < 10 ? '0' + secondiMancanti : secondiMancanti}`;
  intervallo = setInterval(function () {
    secondiMancanti--;
    timerDisplay.textContent = `${Math.floor(secondiMancanti / 60)} : ${secondiMancanti % 60 < 10 ? '0' + secondiMancanti % 60 : secondiMancanti % 60}`;
    if (secondiMancanti === 0) {
      clearInterval(intervallo);
      timerDisplay.textContent = `TIME EXPIRED`;
      if (counter < 100) {
        alert("You didn't reach 100 within the time limit. Counter reset.");
        resetta();
        // Riproduce il suono di avviso
        timeUpSound.currentTime = 0;
        timeUpSound.play()
      }
    }
  }, 1000);
}
```

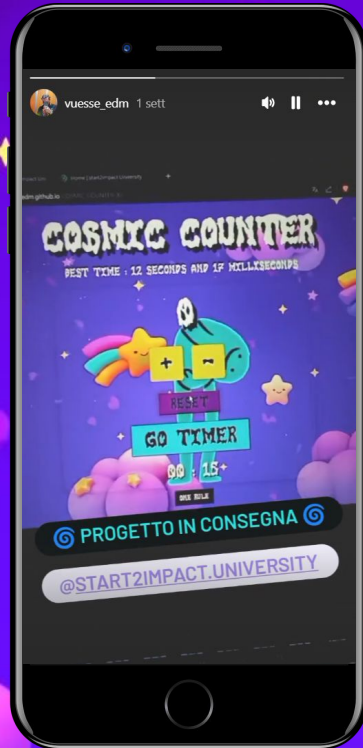
FUNCTION TO VERIFY THE VICTORY

```
// Funzione per verificare se è stata raggiunta la condizione di vittoria
function checkWinCondition() {
  if (counter === 100) {
    clearInterval(intervallo);
    timerDisplay.textContent = "YOU'VE WON";
    alert("Congratulations, you've won!");
    victorySound.currentTime = 0;
    victorySound.play();
    let tempoTrascorso = Date.now() - startTime;
    if (tempoTrascorso < miglioreTempo) {
      miglioreTempo = tempoTrascorso;
      localStorage.setItem('miglioreTempo', miglioreTempo);
      alert("New best time record!");
      updateBestTimeElement();
    }
    resetta();
  }
}
```


FUNCTION TO UPDATE THE BEST TIME

```
// Funzione per aggiornare l'elemento del miglior tempo
function updateBestTimeElement() {
  let tempo = localStorage.getItem('miglioreTempo');
  if (tempo !== null && tempo !== Infinity) {
    let minuti = Math.floor(tempo / (1000 * 60));
    let secondi = Math.floor((tempo % (1000 * 60)) / 1000);
    let millisecondi = tempo % 1000;
    millisecondi = millisecondi.toString().padStart(3, '0').slice(0, 2);
    let bestTimeElement = document.getElementById('bestTime');
    bestTimeElement.textContent = `BEST TIME : ${secondi} seconds and ${millisecondi} milliseconds`;
  } else {
    let bestTimeElement = document.getElementById('bestTime');
    bestTimeElement.textContent = 'NO BEST TIME YET';
  }
}
```

BONUS MENTORING



COSMIC COUNTER

“DEFEAT THE
ALIENS IN THIS
'CLICK'
CHALLENGE!”



- AUTHOR -

VINCENZO SORRENTINO

- LINK -

GITHUB:

[HTTPS://GITHUB.COM/VUESSEEDM](https://github.com/VUESSEEDM)

WEBSITE:

[HTTPS://VUESSEEDM.GITHUB.IO/PORT
FOLIO-PROJECT/](https://vuesseedm.github.io/port-folio-project/)

LINKEDIN:

[HTTPS://WWW.LINKEDIN.COM/IN/VINC
ENZO-SORRENTINO-2496052B6/](https://www.linkedin.com/in/vincenzo-sorrentino-2496052b6/)

GAME:

[HTTPS://VUESSEEDM.GITHUB.IO/COS
MIC-COUNTER-X/](https://vuesseedm.github.io/cosmic-counter-x/)