

## **SE Boot Camp Project 3 – Web Game App**

### **Instruction:**

Project 3 consists of creating a web game app. The purpose of project 3 is to use the knowledge of HTML, CSS, JavaScript and DOM to create a simple game app.

### **Project 3 Game Rules:**

Guess a number between 1 and 100.

The program will generate a secret number which will be hidden. Players need to guess the number by typing the number into a box (input element).

Initial score is 10. High Score is 0.

1. When there is no input or invalid value, and user press check button, there is message showing no input or invalid value.
2. When user put a wrong number, and user press check button, message shows it is too low or too high. There is a score starting from 10 and will be decreasing by 1 every time when user guesses a wrong number.
3. When user put a correct number, background color changes, the secret number shows, background with of secret number changes, and high score will be updated with new high score or remain the same.

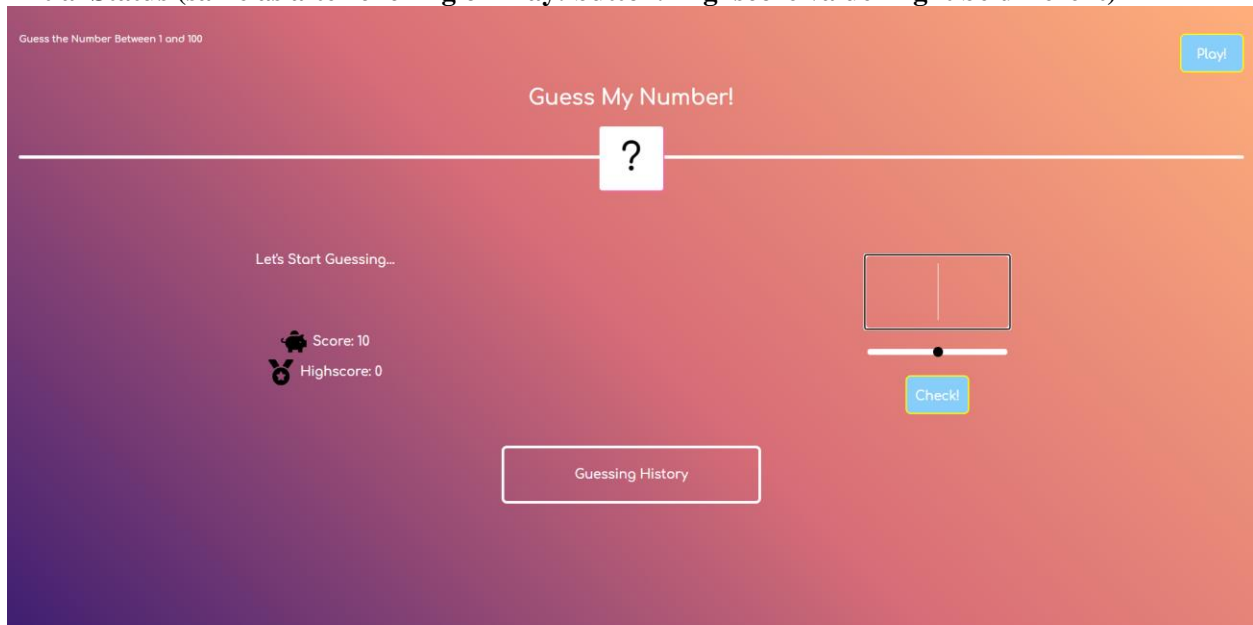
Implement game rest functionality, so that the player can make a new guess!

1. Select the element with the 'Play' class and attach a click event handler
2. In the handler function, restore initial values of the 'score' and 'secretNumber' variables
3. Restore the initial conditions of the message, number, score and guess input fields
4. Also restore the original background color and number's background width and color.

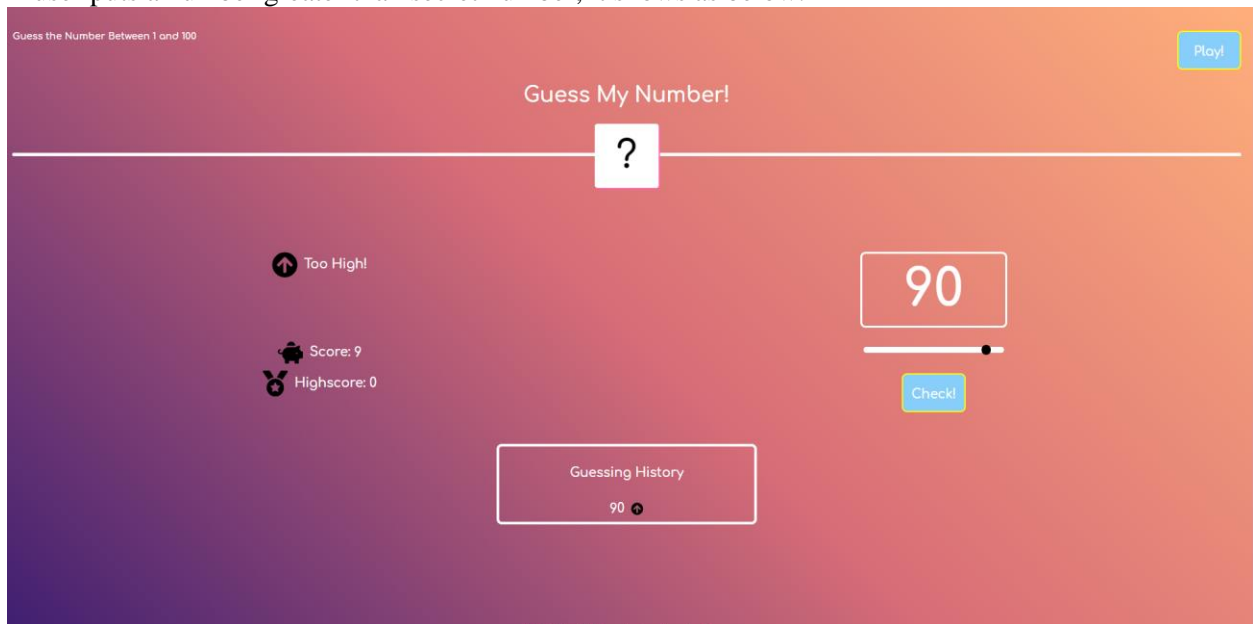
### **Project 3 will be graded as the following:**

Items	Grade
Application and manipulation of JavaScript skills learned in Day 9, 10 and 11, 12	30
Complete all website and game's features as explained in class	20
Complete all HTML CSS and JavaScript Files	15
Presentation and organization of the web application (the appearance of the website)	10
Files organization	5
Oral Presentation of the work	10
Submission on time through GitHub: Due date is July 3rd, 2021 before 5:00pm.	10

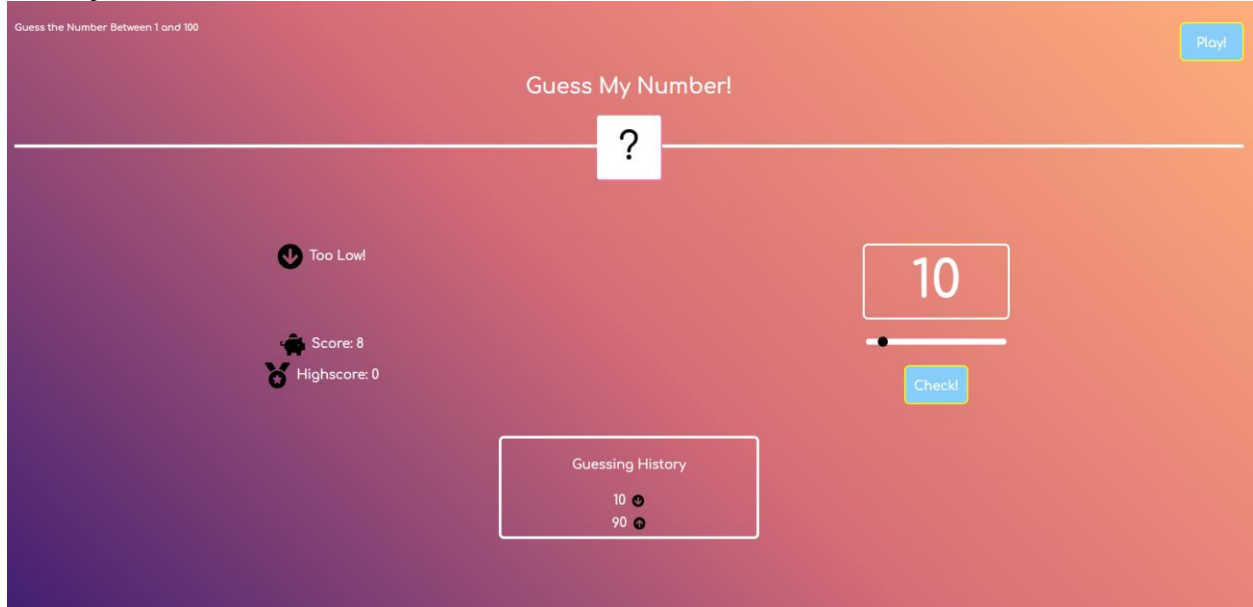
**Initial Status (same as after clicking on Play! button. Highscore value might be different)**



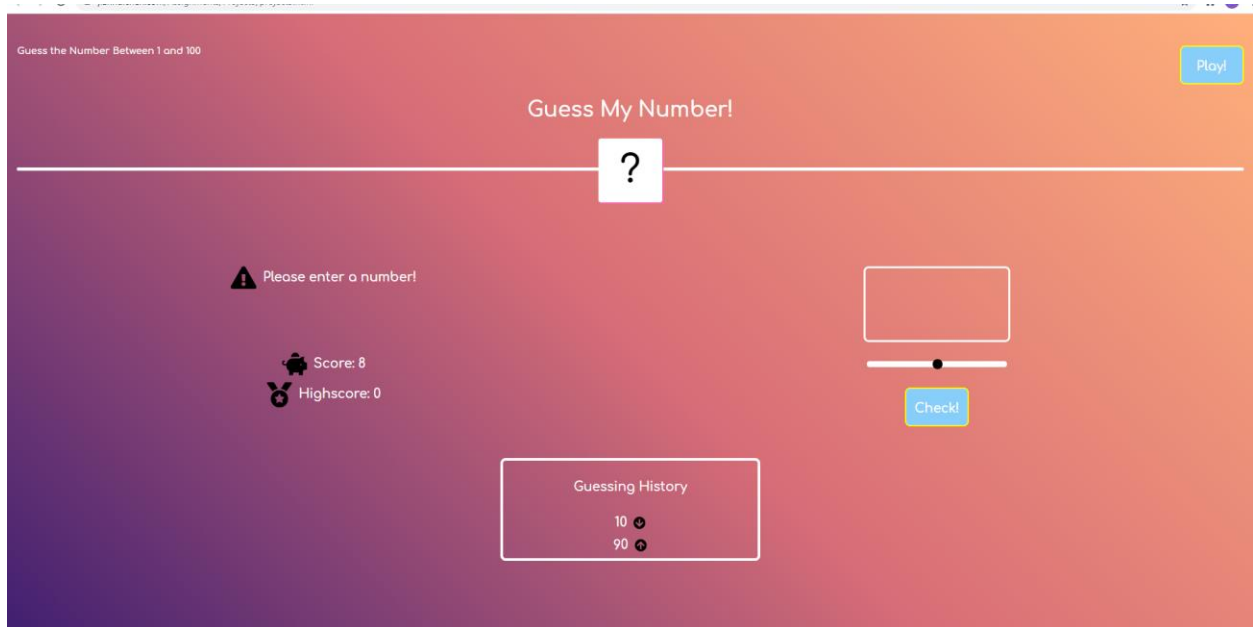
**If user puts a number greater than secret number, it shows as below:**



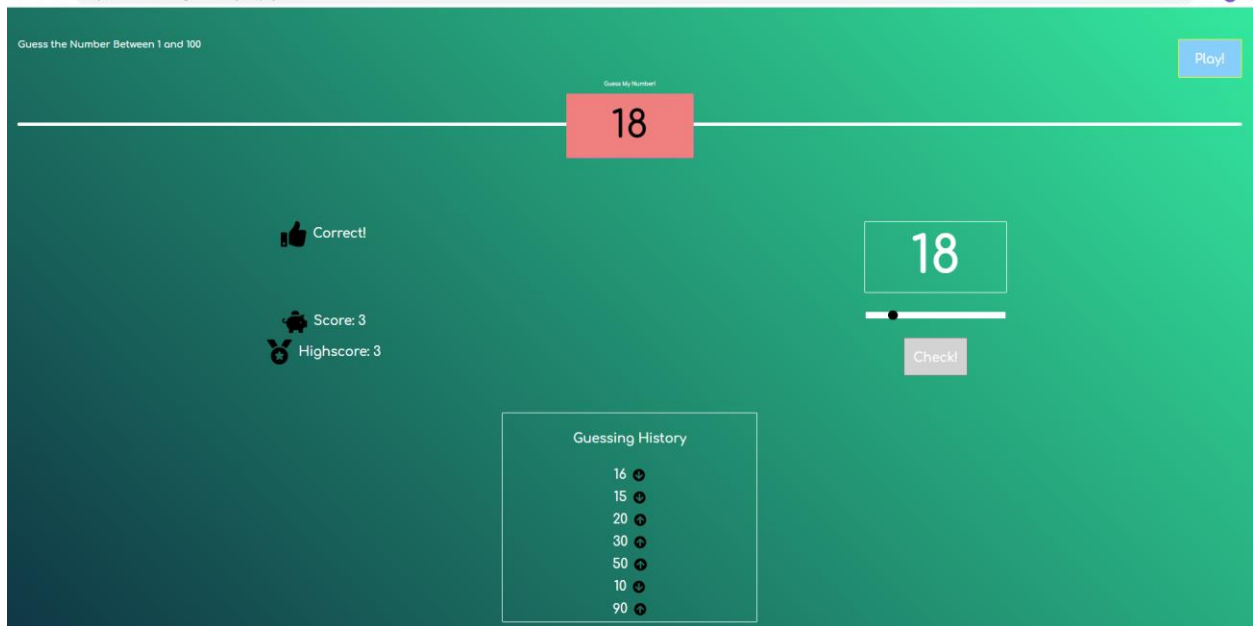
If user puts a number less than secret number, it shows as below:



If user doesn't put a number (also try to add invalid input condition) and click on the Check! button, it should show:



When user types the correct secret number, it shows:



Click on Play button to restart the game. Note: the **highest score** of previous user should be shown in new game.

