

PM.5/10/22PROJECT BRIEF.JAVASCRIPT GAMEDEADLINE : WED 12TH OCT.Game Ideas (level of difficulty)PROCESS 1

- ✓ 1/ CREATE GIT FOLDER
- ✓ 2/ DOWNLOAD & SAVE BRIEF
- ✓ 3/ CREATE README FILE
- ✓ 4/ OPEN & SAVE FILES.

PROCESS 2

- 1/ CONSIDER GAMES. w/ PERCEIVED DIFFICULTY.

PROCESS 3

- 1/ DECOMPOSE FINAL GAME IDEA

CODE

- 1/ CODE A BIT
- TEST A BIT
- PUSH
- MOVE ON.

Java Pursuits

Categories of Questions

~~Add~~

Move around a board?

Easy category questions
Difficult wedge questions.

Could be difficult to /
implement in DOM.

= Simple Quiz = → Quirky name!
Categories; 20 questions for each.
light goes out on asked
category.

Countdown

DO'ABLE WITH
A LOT OF WORKING.

BullsEye

(JS Countdown?)

THE NOLOGY GAME?

"THE UNSPECIFIED QUIZ GAME"

Gameshow style with # categories.

- 1) Player selects category and;
either has certain time to answer the questions
or set amt of question per category increasing
in difficulty.
- 2) Once category has been chosen and played,
light goes out on category board.
- 3) Scores updated at the end of the round
and added to overall score.
- 4) Once game completed, overall score is shown
& prize shown on screen (dependant on score)
(Bullys star prize style reveal).

WHAT IS NEEDED TO BUILD IT.

- OBJECT ? TO hold running totals, rounds completed etc.
- ARRAY OF QUESTION OBJECTS FOR EACH CATEGORY.
with [QUESTION ; POSSIBLE ANSWERS ; CORRECT ANSWER]

FUNCTION TO START GAME

FUNCTION FOR QUESTIONS IN EACH CATEGORY.

(Seperate function for difficulty levels)

FUNCTION FOR END GAME

FUNCTIONS FOR ADVERTS ???

QUERY SELECTORS - Start game

Answer Question

HTML display areas.

EVENT LISTENERS - start game - click
- category selectors

Additional - add rounds of applause etc.

FEATURES.

- Answer & Questions
- Suitable display (interactive)
 - flashing lights & noises
- Category selection board
- Prize 'reveal'
- Noises.

↑ MOST
IMPORTANT

↓ LEAST
IMPORTANT.

MOCK UP VIEW

