

Game
+game (string) +instruction (string) +proposition (string) +information (string) +title (string) +quit (html element) +cross (html element) +play (html element) +window (html element) +timer (string) +time (setInterval) +stockInterval (setInterval) +form (html element) +input (html element) +score (string)
+create() +listen() +clear() +preventDefaultForm +timer_up +victory +flou +memory

Properties

game

Game's name

Instruction

Game's intruction

proposition

Proposition to play the game.

Information

Explains what is this pop-up window

Title

Window's title

Quit

Property to stock the quit button

Cross

Property to stock the cross button

Play

Property to stock the play button

Window

Property to stock the pop-up window

Timer

Property to stock the chrono's time

Time

Property to stock the setInterval's chrono

playWindow

Property to stock the play div in the pop-up

stockInterval

Property to stock an additional stockInterval

form

Property to stock a form

input

Property to stock an input

score

Property to stock a precise score

Methods

constructor

Needs one argument (to define the game)

Build the object, define the game, title and instruction, create the play windows

When you create a new game, don't forget to add an elseif condition

```
if (this.game == "flou") {
  this.title = "T'es dans l'flou";
  this.instruction = "Devine le plus rapidement possible quel plat se trouve derrière";
} else if (this.game == "memory") {
  this.title = "Memory";
  this.instruction = "Associe les images par paires";
} else {
  this.title = "Titre du jeu : " + this.game;
  console.log("debugging instruction : modify the class's constructor");
  this.instruction = "Instruction du jeu : " + this.game;
  console.log("debugging instruction : modify the class's constructor");
}
```

create

Creates the pop-up window
(called in the constructor)

listen

Adds eventListener on all the button (play, quit and cross)
(called in the create method)

Clear

Clear the window and the setInterval
(called in the listen method)

PreventDefaultForm

Prevent the input to refresh the web page
(called when an input is needed in a mini-game. current game : flou)
You need to stock the input in the Game object “input” property

timer_up

Timer of the mini-game, count up and not count down
(called if you need a count up timer in a mini-game)

victory

To call when the user wins the mini-game.
Create the victory div

flou

“T’es dans l’flou” mini-game

memory

“Memory” mini-game