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Baseball JQuery Assignment

Introduction:
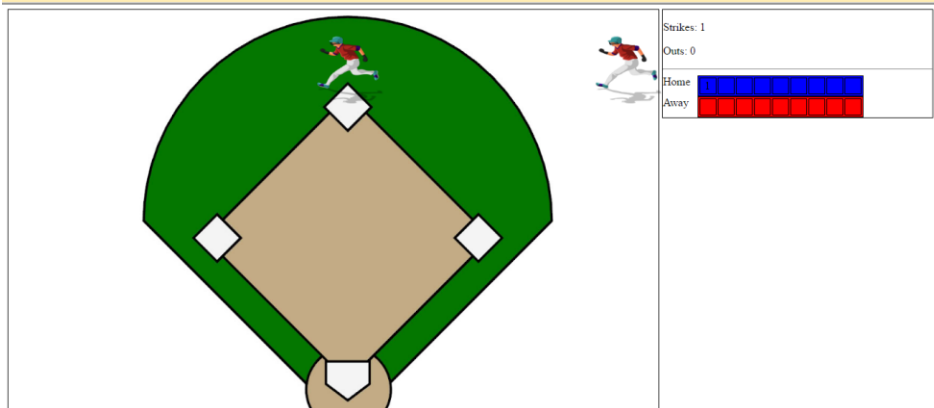
Narrative:

For this assignment, we were asked to create something using JQuery, and we decided to write an application that mimics the game of baseball. Our application features a baseball diamond and a scoreboard. The space bar is used to pitch the ball, as well as to hit. When the spacebar is pressed the ball moves toward home plate, and the spacebar is then hit again to actually hit the ball. An algorithm (right) is used to decide whether the hit is a foul, a strike, or a hit. If the algorithm calculates that the spacebar was pressed at the correct time, an image of a runner moves to first base. If there is another hit the runner on first moves to second, and a new runner replaces them at first, and so-on. Each time the spacebar is hit the scoreboard updates, keeping track of the number of strikes and outs, as well as the score.

```
function pitchTimer(speed) {

    var t1 = performance.now();

    if(Math.abs((t1-t0)-speed)<(speed*0.10)){
//Within 5% of pitch speed

        return "Hit";


    }

    else if(Math.abs((t1-t0)-
speed)<(speed*0.20)){ //Within 10% of pitch
speed

        return "Foul";

    }

    else if(Math.abs((t1-t0)-
speed)<(speed*0.8)){ //Within 50% of pitch
speed

        return "Strike";

    }

    else

        return "";

}
```

Conclusion:

This assignment was useful in learning the JQuery language, and was also interesting in the fact that it was a group project. It was somewhat difficult to keep track of the versioning, without being able to use Dropbox. I think that overall it was also useful in learning how to write code with three other people in a somewhat short amount of time. Screenshots of our application can be seen below.