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Blog Post

4208 – Advanced Web Development

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Whack’a Trump Blog Post

The purpose of this assignment was to develop a client-side browser app using JavaScript. Because the app had to actively be controlled by the end user, I decided to do a game somewhat like whack’a mole but with a twist.

In this version of the famous game whack’a mole, the user still whacks but they whack a picture of Trump instead; hence the title being ‘Whack’a Trump’. User clicks the start button to begin the game and then pictures of Trump appear from behind a podium. The objective is similar to the original whack’a mole game where user sees how long they can go without missing a swing at good ole Trump. The way I wrote the program, if ten seconds go by without user interaction, the game stops and the score presented is the score you got for that round. In order to restart the game, just refresh the page and you can start a new round of the game.

The setup of the game was relatively easy. I started off creating the index.html file and setup the start of the game. The actual logic to the game itself can be found within the JavaScript file. Within the JavaScript file, I set up the local storage of the game so that way the browser keeps a log of the user’s score during the time they play the game. This is also where I defined different functions such as randomizing the hole in which Trump peeks from, a function to start the game, a function to ‘whack’ Trump, and a function that sets a timer for when Trump peeks from the podium. Also included is a CSS file that includes the styles in which I wanted to use for the game such as different fonts and the placement of the podiums and the image of Trump I used.