

ADDENDUM: LIGHTS OUT GAME

Process

- **Structuring through HTML** -: I began designing html page using grid layout in div tags for the board game. Then I added start button and moves functionality to make the game more user-friendly.
- **Styling through CSS** -: I gave styling using css with which I gave comprehensive designs to buttons and background. I introduced 'is-off' and 'square' classes to basically scatter the squares here and there when toggling happens for better interaction.
- **Login implemented through Java-script** -: I applied logic for scattering squares here and there while. Then I applied logic on displaying a win message when user wins the game. Finally, I introduced classes which change colors of squares on clicking on different squares in a different pattern every time.

Creative choices and insights

- **Game logic** -: Providing a solvable board to solve the square logic ensures that there is a comprehensive coding behind it.
- **Design** -: Balancing designing and functionality is very important, and I managed it very well. Clean design and interaction were the requirements which I think I gave to the level.
- **Challenges** -: Designing such a random square getting logic was very challenging. I managed anyhow to have good logic along with better designing.

Enhancements

- **Animations** -: Smooth pattern change of the squares on toggling gave game a good user interface. When patterns change user feels interactive with the game and it enhances their craze to complete the game.
- **Moves display** -: Addition of this moves features made users curious to win the game in less moves than their previous game.
- **Difficulty level** -: If we implement broader game boards it would increase the difficulty levels.

CONCLUSION

Designing lights-out game made me think creative and enhanced my designing skills. The whole process of creating this game made me to solve the squares puzzle so that user can get more interacted with the game. This game involves logical thinking, creative design and strategical planning which made this game a success in development. Overall, it was a very fulfilling experience developing such an interactive puzzle.