Informal Report of Puzzle Game for The Hanging House.
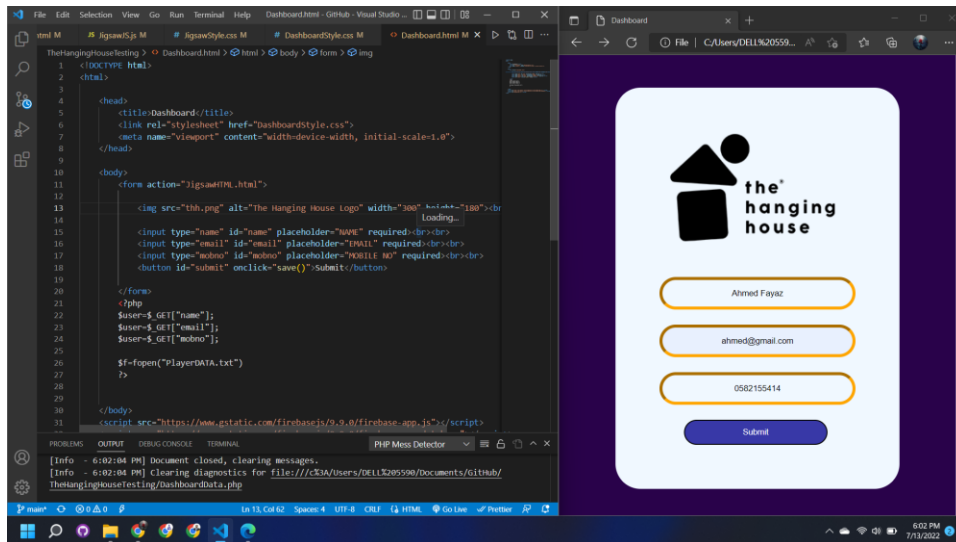
The Dashboard – Home Page:

The UI is responsive, it will adjust according to device type, mobile/desktop.

Worked on making the frontend UI appealing, as it is a source of entertainment.

Contains all the input fields as asked.

Data saved to Firebase. Screenshot of Firebase is also attached.

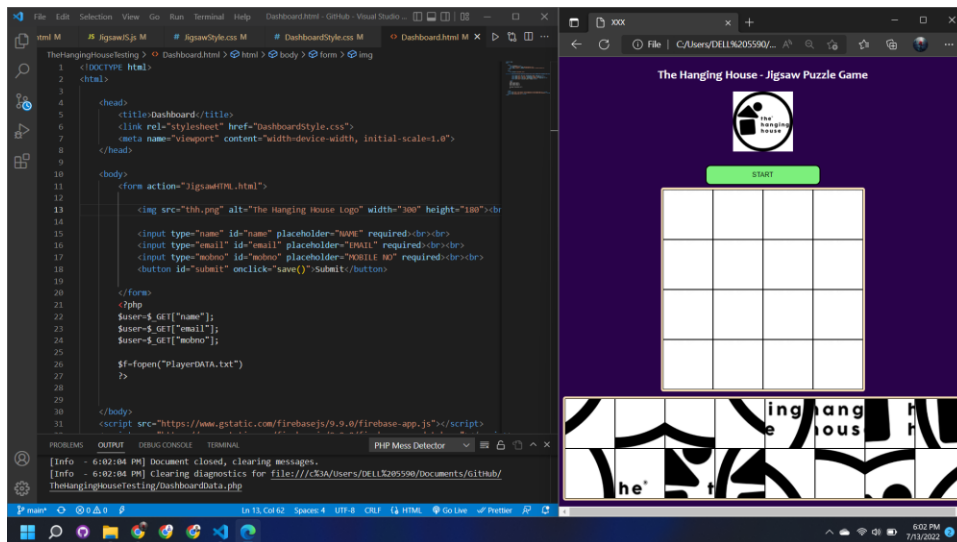There is also error prompt functionality, in case email isn't in the correct format.
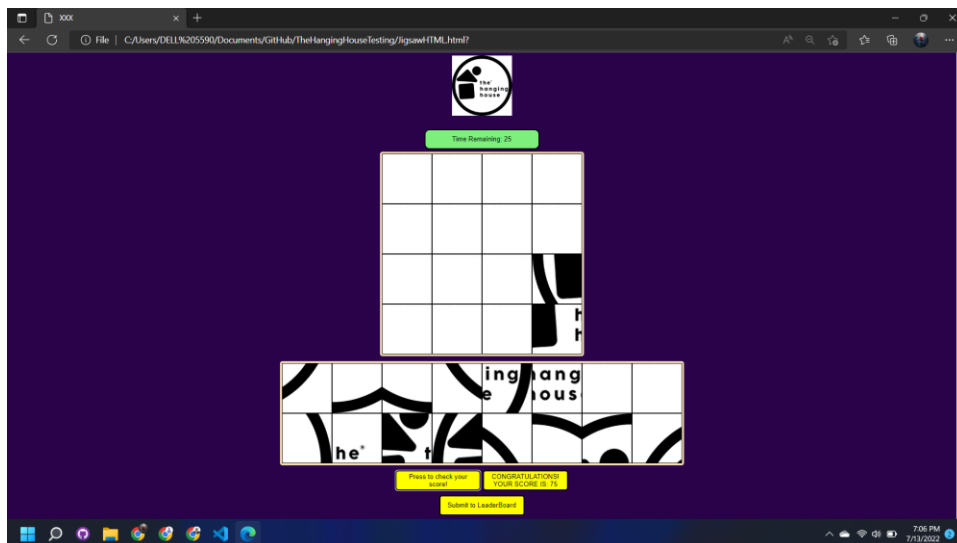

The Main Jigsaw Puzzle Page:

Puzzle Grid is 4x4 as asked.

Image is of Hanging House Logo in a circle border.

The Timer Starts after the Start Button is clicked.

Only if the Green Start Button is clicked, the submit yellow button appears, else not, so no one starts without commencing the timer.
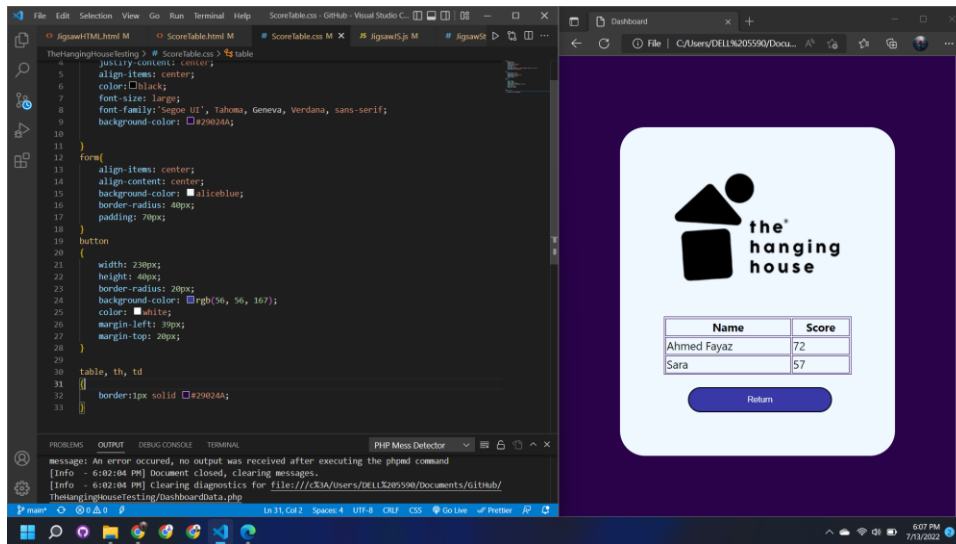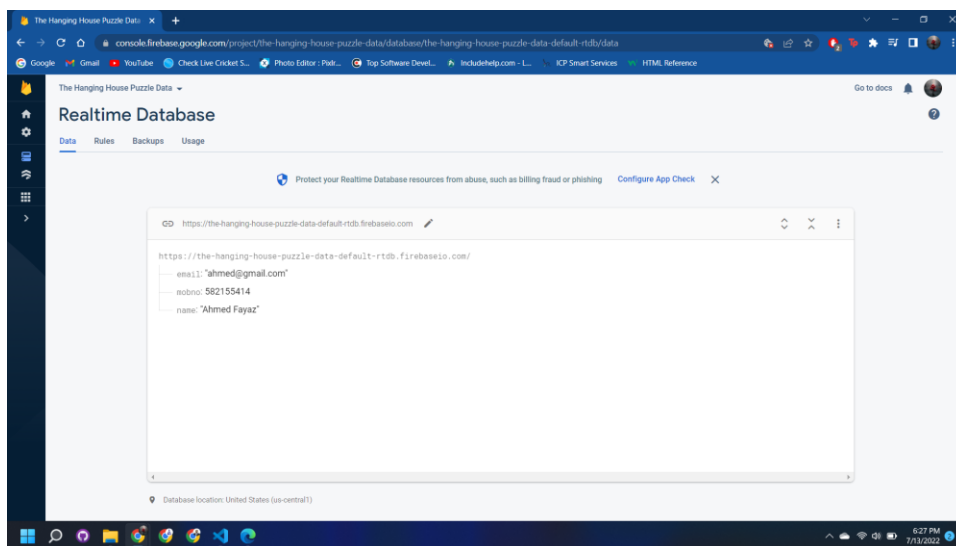

There are 2 yellow buttons:

1. Press to check your score that is linked to the function calculatescore() that contains the formula provided, and displays to the user. Message is Congratulations if under 60 secs taken else better luck next time.
2. Submit to LeaderBoard, that submits the score to leaderboard and directs to the leaderboard page.

3*time remaining (not time when game completed as was asked because I felt this made more sense, if the time taken for a person is 20 sec, his/her score will be 60, and if time taken is more like 30 sec, his/her score would have been 90, which means more score if more time, which didn't make sense)

Therefore it is 3* time remaining, means 3* the left over time, the more the remaining time is the more the score.

The score leaderboard can be seen, this was done using php earlier, but then I saw that the task said HTML, CSS & JS therefore removed it and made html file. (php file had some errors as well later on)

This is the firebase database which is storing the signup data from the dashboard.