

Assignment #4 – JQuery UI: Letters



The Assignment contains the following subjects:

- JavaScript + HTML + CSS
- JQuery
- JQuery UI
- Python
- Files

Submitting instructions:

- You should submit this assignment alone
- Submit the following:
 - A link to your Git repository
 - A list of features you implemented.



Understanding the task

The “Letters” game is a guessing game (a bit like Hanged Man).

In this game, the user is given a scrambled word and he has to guess what the original word was.

Each time the user misplaces a letter, he loses a heart (lose all hearts and it is game over...)

For each word, the user gets half of the length of the word in hearts.

The flow of the game:

1. The computer chooses a word randomly
2. The computer scrambles the letters of the word and displays them to the user
3. The user receives half of the word’s length in hearts (Math.ceil)
4. The user drags the letters to the letters placeholder. If the letter is at the correct place, it will change its color, otherwise, it will revert to its place and the user will lose one heart.
5. If all of the hearts are gone and the user did not manage to guess the word the game is over and a high score table is shown (if the user managed to get into the high score table, his score will be highlighted).
6. If the user guesses the word correctly, the score will be 10xthe number of hearts remaining. A new word should be generated.



Approaching the assignment

1. Go through the files you were given. Think what parts you need to generate dynamically and what parts you can use as is.
2. Think about the flow of the game, what should be implemented on the server and what in the client?
3. **Understand the HTML/CSS structure of class “.view” in the game. Try to add and remove the “.shown” class from the different views**
1. Think about the draggable options and the droppable options relevant to the game
2. Think about how you are going to save the high scores to a file and sort it (client or server side)
3. Start small, try to implement a simple drag with a simple drop area
4. Try to make it as close to a complete product as you can



Implementation constraints

1. The letters must be draggable
2. You must use the HTML you received
3. You must keep the high score using files on the server



Basic Requirements

1. A full cycle of the game must be implemented
2. You must use Git.
3. You must save the last 5 high scores
4. The UI/UX should look at least as good as the files you receive.



Tips

1. Try using as much as you can from the HTML you received
2. The draggable/droppable code should not be long...



Geek out

upload your game to Heroku



Unleash the ninja within

Get the words from a remote service