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CP 2 Wireframe

event	element listening to event	response/elements changed
keydown	the window	<p>The rightmost key on the game board is removed if it is within the music bar.</p> <p>If the correct key is pressed, and its a valid key (right arrow, left arrow, up arrow, or down arrow), the following changes happen:</p> <p>The div and img for that key is removed.</p> <p>The h2 elements with ids #score and #combo are incremented by 100 and 1 respectively.</p> <p>An audio tag is created with the keypress.mp3 sound.</p> <p>allKeys, the global variable containing all the keys on the gameboard removes the key from its array.</p>
click	buttons with the .back-btn class	the window element is reloaded
click	button with the #mute-btn id	<p>changes the button with the #mute-btn id's background color.</p> <p>The color is set to white (unmuted) by removing the .mute class from the button.</p> <p>Otherwise the color is set to red (muted) by adding the .mute class to the button.</p>
click	button with the #difficulty-warn-btn id	<p>Closes the difficulty warning popup.by adding the .hidden class to the section with id #difficulty-section.</p> <p>Unhides the menu by removing the</p>

		<p>.hidden class to the section with id #menu-view.</p> <p>Unhides the footer by removing the .hidden class to the footer tag.</p>
click	button with the #start-btn id	<p>Sets the difficulty of the game, displaying the popup if a difficulty isn't selected.</p> <p>Start the game if a difficulty is selected.</p>