APCS-P Project: JavaScript Number Guessing Game Rubric

Name:

On my honor, this is my own work or I used other websites and/or tutorials to make it and properly cited them. If I helped a classmate, I did not send them code or let them copy mine nor did I receive code from a classmate.

Initial:

Minimum Requirements (70 points):
• A working guessing game
• Games won
• Average score
• A leader board (at least top 3)
• At least three levels
• Current date and time

   The original "starting point" game that provided still works as intended (70 points)

Next Steps (24 points, 3 points each)

   Ask the user for their name, case it correctly, and use it in all messages (make them enter something)

   Let the user give up and set their score to the range

   Tell the user if they are cold, warm, hot, etc. (.abs(#))

   Tell the user if their score was good, bad, ok, etc.

   Add month name and suffix to the date correctly (i.e.- March 1st, July 2nd, June 3rd, May 31st, etc.)

   Update the time every second (add show the seconds)

   Keep a timer for the round (.getTime())Keep a fastest game played

   Keep a timer for all games played and display the average time per game
      Total Points

Above and Beyond (up to 6 points)
Describe any creative and add unique parts to your game that are not listed above:

On a scale from 0-6, how much extra work do you think you did:

Total: