Lab 5

Problem to solve

A game site want you to implement a new single player game.
One turn in the game is played like this:

1. The user guesses a number between 1 and 10.
2. A random number is generated by the computer.
3. If the user's guess is lower than or equal to the random number, the user's score is increased by the user's guess.

When 10 turns have been played, the game is over and the button should stop working.

To make the game appear a bit more fun, the user will guess on the number of balls the computer creates. These balls need to be rendered on the screen as circles, but will of course still be represented as a number in JavaScript, so the game logic will still be the same as written above.

Download the zip file from Pingpong and use those files as your starting point.
The figure below shows what it could look like (feel free to add more aesthetics).

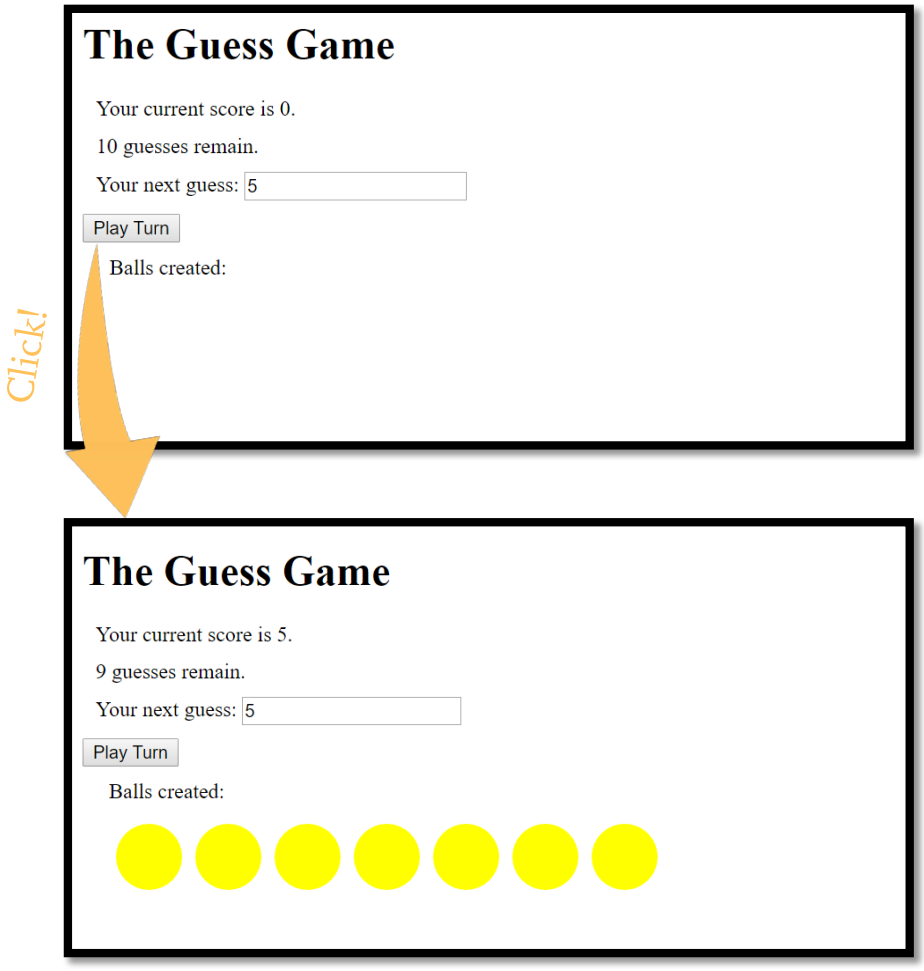

Figure 1, The random number of balls generated are drawn as yellow circles.

Star level

When the user changes her guess in the input field, the number of balls at the bottom of the page should be changed to reflect this, e.g. if the user's guess is 4, 4 yellow balls are shown on the screen. If it later turns out that the user guessed on a too high number, the balls after the first "random number" balls are painted red. If the user on the other hand guessed on a lower or equally high number, the first "user's guess" balls are painted green.

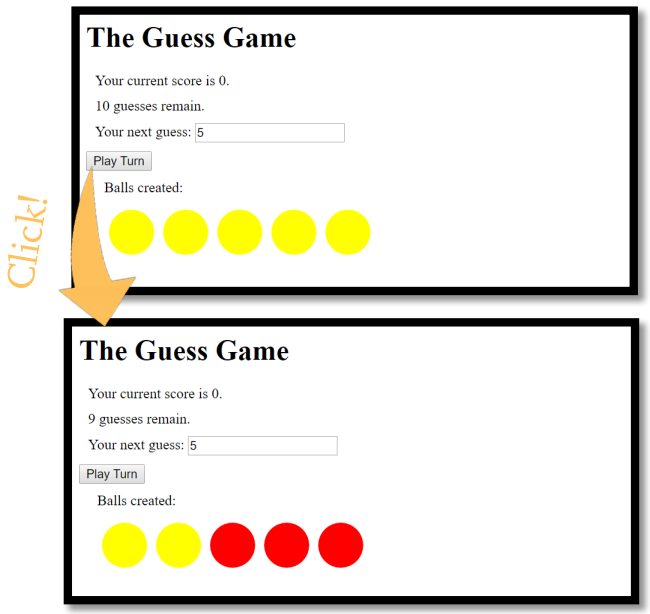

Figure 2, What it should look like if the user guesses on 5 and the random number becomes 2.

Figure 3, What it should look like if the user guesses on 5 and the random number becomes 6.

To get the star (extra point), your solution must work and be handed in no later than 5 days after your lab.
Add a comment to the upload “aiming for a star”

Upload your solution

Name your folder Lab5-firstname_lastname before compressing it to a zip file.
Upload it on pingpong.