
Unit 1 Project

— Spooky Trivia —

Features

HTML

CSS

jQuery

Javascript

Planning & Approach

I wanted to create a game that features trivia from popular horror movies. I wanted the game to run without too many button clicks or a need for a 'next button' so each new question appears automatically after the user makes a guess.

After writing my pseudocode, I decided to begin at the start of the game with the landing page. It was very difficult to resist the urge to style the landing page and only focus on the logic but prioritizing logic before design really helped me in the end.

My first hurdle was to get the 'play game' button to take the user to the game. I managed to do this with a click function and the jQuery hide() method to hide the landing and then the show() method to show the game screen.

My biggest hurdles were definitely getting questions to append to the screen one at a time and figuring out the logic to retrieve the next question. I had two questions appearing for each turn at one point because I was improperly using the append() method. Only after I learned how to clear text from my screen did I get the questions to append one at a time.

Wireframe of initial project

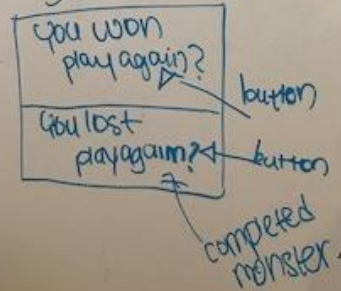
Spooky
trivia

landing page

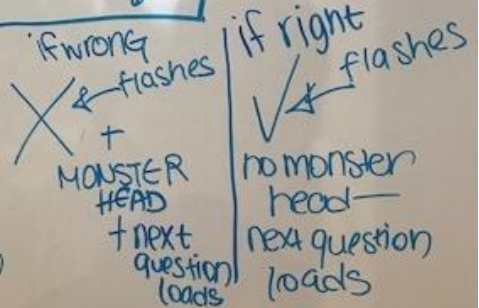
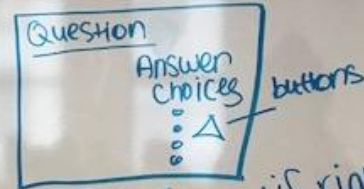


1st page

3rd page



2nd page



Landing page for final project

SPOOKY MOVIE TRIVIA

Please enter your name below and then click Submit button before clicking the Play Game button.

Thanks for following directions!

Submit!

**TAKE A STAB AT SPOOKY
MOVIE TRIVIA. CLICK ON
THE BUTTON TO QUIZ YOUR
KNOWLEDGE.**

PLAY GAME



Constraints & final thoughts

The extra day to work on our projects was a life saver. I learned a lot about jquery and the way that Javascript behaves and runs under the hood. I also feel like my debugging skills have improved over the course of creating my game. Overall I was pleased with the amount of time allotted and what I was able to make.