

IST400/600 Scripting for Games

Spring 2010

Lab 1.

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Description:

In this lab, you will create the “CampusLife” game that was discussed in the previous class. All the information you will need was explained in the previous class. The following instructions will help you to create the game, but will not tell you all the small steps, e.g. each character you need to type in or which button to click. The lab is designed to encourage your learning and enhance your understanding. You may want to look up the previous lecture slides, textbook, or online resources. If you have a question, feel free to ask the instructor.

Note: this lab assignment is designed as an individual work. To maximize your learning experience, you are encouraged to work on it independently. You may ask questions to instructors and/or friends (but keep it quiet) and look up resources, but you are not allowed to copy-and-paste any resources other than you created.

Peer Evaluation:

For each lab session, you will be paired up with one of your classmates. Each one of the pair will complete the lab individually and evaluate each other's work. This is done by the peer review function of the Discussion Tool on the Blackboard Learning System. This is a necessary step for all the students, for each lab. You must submit your lab work to ILMS (iSchool Learning Management System), and evaluate your peer's work on ILMS. (More instructions on the evaluation will follow after the lab instructions.)

Lab Instructions:

1. Setup

Launch your favorite text editor (Notepad++ is recommended.) and create a new file with a name “CampusLife.html” in your favorite directory. (Hopefully you have created a directory for this class by now.) Launch a Firefox and open the empty file you just created.

2. Basic Structure

Create a basic structure of the HTML file, in a simple form, as explained in the class, i.e. with two empty elements script and body. (If you would like, you can create a full HTML file.) Save the file, and reload the browser. It should still display the empty page.

3. Question

In the top of the body element, insert a text to display your question, for example “You decided to exercise throughout the winter. Pick one:” **Do not use the same question as the example! Come up with one for yourself.** Save the file, and reload the browser. Do you see the question on the browser?

4. Form Element

Insert a form element below a question. Name it “form1”. This form will contain the multiple choices.

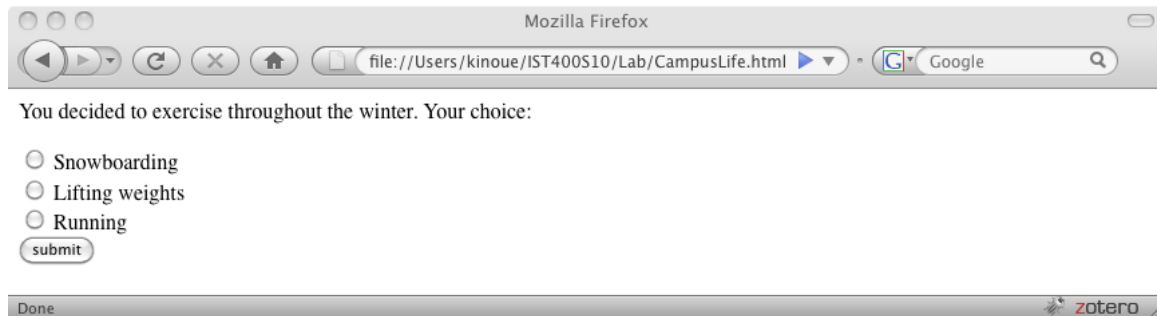
5. Multiple Choices

Insert radio buttons in the form elements, which displays the multiple choices. Name the elements “group1”. Insert at least three choices. (Insert as many as you want.)

6. Submit button

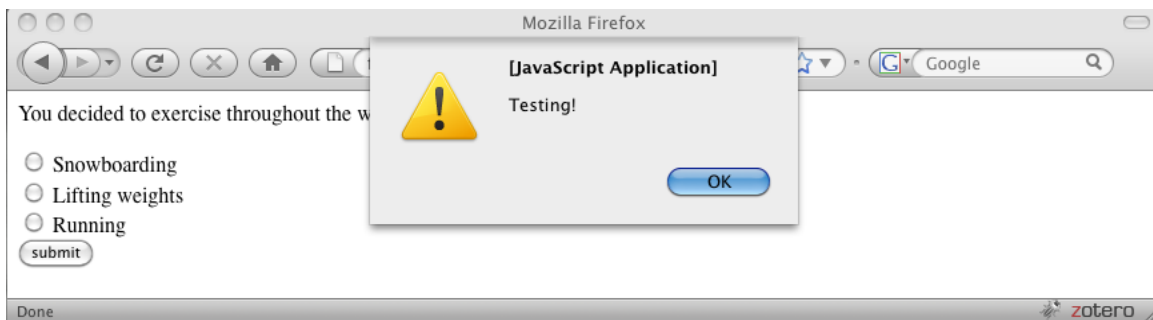
Insert a submit button (input element) below the multiple choices. Specify a function call `checkAnswer()` for the onclick attribute of the button. Save the file, and reload the browser.

At this point, you have created the interface for your CampusLife game. Make sure Firefox is properly displaying your question, multiple choices, and the submit button.



7. Function definition

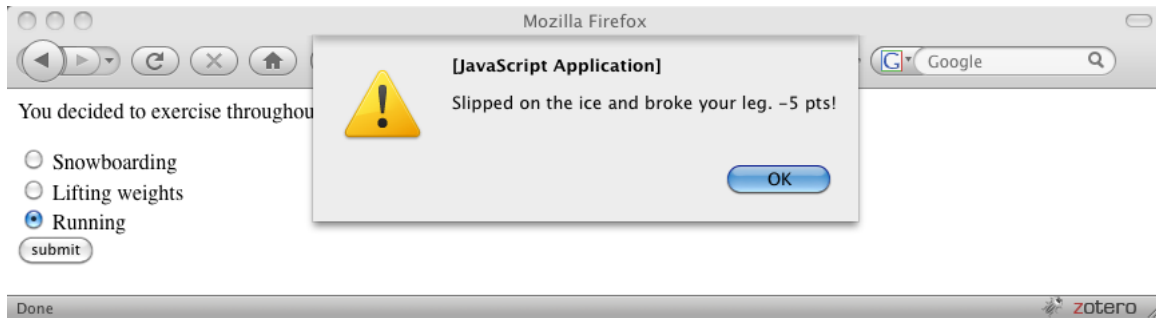
In the script element, define a function `checkAnswer()`. Just for testing, insert a statement `alert('testing!');` in the function body. Reload Firefox and click the submit button. Did you see the alert message?



8. Function Definition (2)

Now, delete the testing function call and define real statements. You will need $n - 1$ if-statements for n choices. Remember the value of a radio button should be accessed as `document.form1.group1[0].checked`, `document.form1.group1[1].checked`, `document.form1.group1[2].checked`, and so on. Call the alert function with a different message for each answer.

Now reload Firefox and see if the right message is displayed for each answer.



Now you finished your first Lab. assignment. But wait! There's still more to do!

Peer Evaluation Instructions:

1. Evaluation Peer

Make sure you know your evaluation partner.

2. Submission

Once you complete your lab, submit your work as an attachment to a message to the **Lab1** Discussion topic on ILMS. **Make sure to create a new thread in the topic by sending a new message, not by relying to someone else's message.**

If you are not able to finish your lab by the end of the class, make sure to communicate with your evaluation partner, as to when you will be submit your work. **The dead line for the evaluation is midnight on Tuesday, next week.**

3. Evaluation

Once you and your partner submitted your own work, post submit your review for your partner, by using the "Review this post" button, on the Discussion Tool. Your review will not be displayed to the public, but will be visible to the peer and the instructor. Below are the criteria for the reviews:

Game: Presentation (2pts)	The game shows the following elements properly: - A question - Multiple choices - Submit button
Game: Event Handling (2pts)	When the submit button is clicked, the event handling function is called (in other words, at least something is happening).
Code: HTML Syntax (2pts)	HTML is grammatically correct.
Code: JavaScript: If-statement (2pts)	If statements are used grammatically.
Code: JavaScript: Function Definition (2pts)	The function definition of checkAnswer() is done grammatically.

To keep the process simple, you are not encouraged to post reviews of people other than your partner at this moment. (You are welcomed to post comments on other's games, as described below.)

4. Comments

Once you finish your lab and review, you are welcomed to post comments on other classmates' games through the discussion tool on ILMS.