Solar Sequence

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| Game Logic | Solution | Note |
| 1. Page Loads to reveal solar system themed Simon game | HTML: Include images of planets, prepopulated scoreboard, and current score box  CSS: Style the HTML | -User will see partial sun on left hand panel, and 4 terrestrial planets. In bottom right will be a pre-populated scoreboard. In the top right will be a current score box |
| 1. Sun rotates on left hand side | CSS: set sun image to an infinite animated key frame |  |
| 1. After 3 seconds, modal pops up asking player to select difficulty level and press start | JS: Modal function  (include if statements correlated to difficulty level. Level defaults to easy. Create element that is a button. Style button to different colors.) | -Default setting will be the “easy” level  -Levels: Easy (10), Medium (20), Hard (30) |
| 1. Only when player has selected both level and start will the modal close | JS: Modal only closes when level and start are selected |  |
| 1. On main page, current level is lit up and the first planet in sequence will light up | JS: Depending on level selected, light-up sequence will begin.  JS: Sequence set in one of 3 arrays (set per difficulty level) |  |
| 1. Each planet will have a sound associated with it that will play during the computer sequence AND when player has clicked it | JS: Event listener- onclick, audio triggered  Need: Find audio associated with each planet |  |
| 1. The player will then follow the sequence by clicking the planets that are lit up | JS: Event listener for when player clicks the planet. Check to see if it matches the correct difficulty level sequence  JS: The player’s current score will populate into the “current score” box | -If correct, the planet will light up green. If incorrect, the planet will light up red |
| 1. Computer goes through light-up planet sequence |  |  |
| 1. If player selects the incorrect planet, the planet will light up red and emit the “losing” sound | JS: If statement (if correct, planet lights up green and plays planet sound, if incorrect planet lights up red and plays the “losing” sound.) | Stretch: When player loses, the sun rolls across the screen |
| 1. If player wins, planets light up various colors and “winning” sound emitted | JS: If player correctly plays sequence, then the “winning sound” plays and planets light up |  |
| 1. When game over, modal reappears for player to select level and play again | JS: Modal reappears after player has won or lost the game. |  |

Need to get:

-5 images associated with the sun and terrestrial planets

- 6 audio sounds (winning, losing and each planet)