**CTIS 255**
WEB TECHNOLOGIES 1
Fall 2019
PROJECT
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**CTIS**

**Deadline:** 31 Dec 2019, 17:00
**Submission:** Through Moodle
**Teamwork:** No grouping, individual work
**Filename:** Name_Surname.zip

## SUBJECT

You will implement a visual memory tester using HTML, CSS, Javascript and jQuery. The system will show numbers in boxes randomly one by one with the duration of 2 seconds, and the user tries to remember the order of boxes. Boxes are spatially distributed randomly in the page. If the user picks 4 from the select box, it displays 4 boxes randomly. Then, it shows the order number of boxes in 2 seconds (fadein, fadeout effect). Watch the given animation file (**WatchMe.webm** in browser) that shows what you are supposed to do.

## Grading Criteria:

1. **(20Pts)** Design your own cover that consists of *your profile picture*, your name, surname, start button and a select box for difficulty. You can design however you want. Try to use a nice font from google, Figure 1.

2. **(10Pts)** Use an animation for the cover. You will use your own animation ( for example, sliding from left to right or vice versa )

3. **(10Pts)** When you click on "Play" button, it gradually disappears and the playground fades in.

4. **(5Pts)** Set a background image for the playground (blueish area)

5. **(15Pts)** Display random boxes within playground.

6. **(20Pts)** Display order numbers of boxes two seconds ( gradually appears, 1 seconds stays and gradually disappears)

7. **(20Pts)** When the user clicks on a box, check if the order of the box is correct or not. If it is not correct, Display "Failed" message. If all boxes are clicked in the correct order display "congratulation" message.
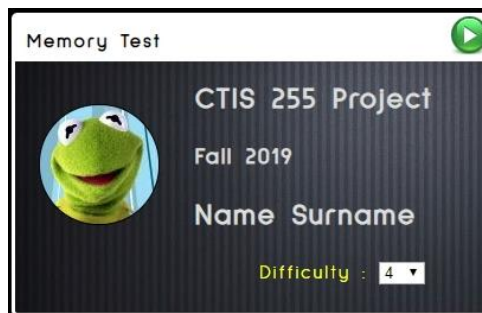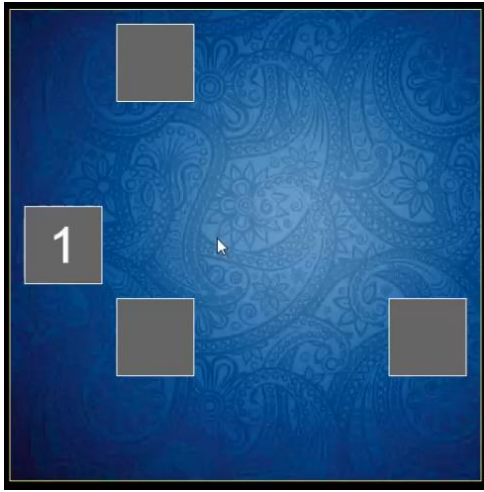


Figure 1 : Cover Page
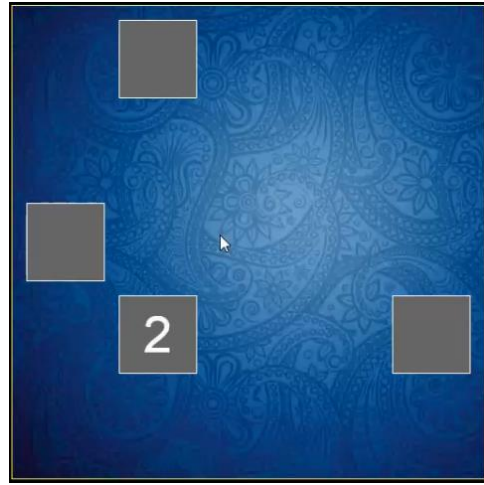
Figure 2: Starts with 1
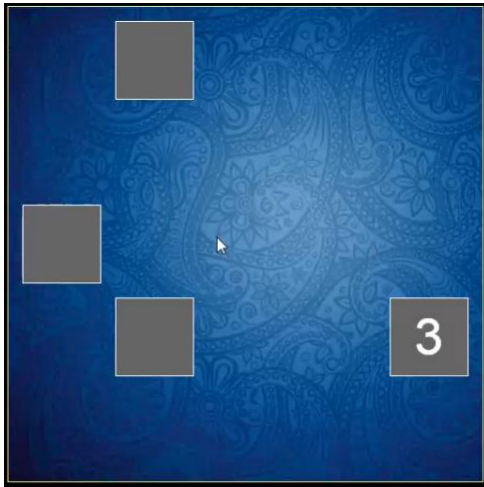

Figure 3: A box is selected randomly for 2
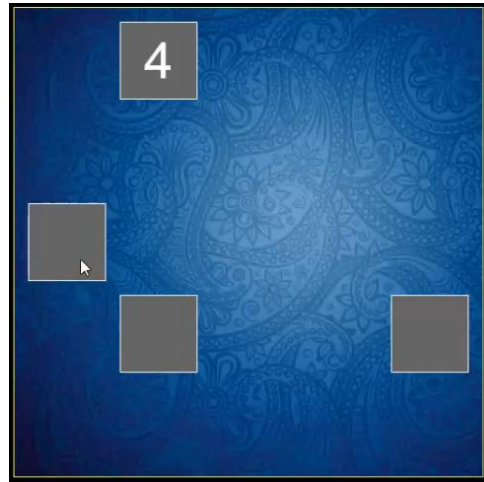

Figure 4: random box for 3


Figure 5: remaining box for 4.

From Figure 2 to Figure 5, it shows the order numbers of randomly choosen boxes. Numbers shows up only for 2 seconds, then it disappears **gradually**. Then, the user should have memorized the order of boxes, and tries to click on boxes in correct order.


Figure 6: Correct order of boxes clicked.


Figure 7: Last click is not correct.