Individual Summary Report

Contribution to the Main Page:

For the main page I created the form for player details, including the layout and content. For getting the information of the player I created a form using the form attributes with text input type for name, radio input type for gender and submit input type to start the game. Form code snippet

Description automatically generated For validation I created “nameAlert()” function to check the input entered by the player. As this is a game, player can use an alias or an in-game name which is not limited by minimum character. Thus, I created this function to check whether the player has entered a name. If name is null, an alert box will pop out with a message written as, “Please input your character’s name”.

nameAlert() function code snippet



adrianRoom1 key features:

* Hidden button

The hidden button is used to reveal the equation needed to open the lock for the room. The button is created using the button attribute without giving any text to it so it appears as a small button. It is assigned with an onclick event attribute to execute “litup()” function. 

* litup() function

The litup function changes the css font color of id equation. #equation font color is set to black at first, this is done to hide it from the player. Once the button is clicked, it changes the font color of #equation to electric purple or #9D00FF and reveals the equation to the player.

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Graphical user interface, text

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adrianRoom2 key features:

* Open paper button

This button reveals another image over the room image upon clicking the button. By executing show() function.

* show() function:

The morseCode image’s display is set to none and its position is set to absolute to overlap the room image. show() changes the display to block to show the image and changes the font color of #question from black to red.

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Features shared by both room:

* moveNextPG() function:

This function moves the user to the next page. It is implemented when the player clicks or inputs the right answer. It is implemented with a setTimeout method. The method is used to make a delay of 3 seconds before executing the function.



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