# James Ballantine Individual Report

As a group we developed a text-based adventure game which was based off an escape room where the user had to interact with the game in order to progress through the game and individually, I had a significant role to play where I developed two escape room and the ending page or statistics page where the system would display the user’s performance throughout the game in a user-friendly way.

ROOM 1

Text

Description automatically generatedGraphical user interface

Description automatically generatedHtml is used to create a container, box, and a room (centre of page with image) with appropriate id naming which allowed us to develop the CSS which improves the layout of the page and allows the room to be centre of the page. This is the first room that I had a key individual development role in. The goal of this room is for the user to press the button and climb through the hole. This is achieved by coding a user-friendly button. There is well developed CSS and styling in the head tag which makes the room more appealing to the user.

Within the JavaScript to enhance the code there is a 1 second delay when moving between pages (shown to the left) via the button. The method Func1Delay() is then called with an on click event.

A screenshot of a computer

Description automatically generated with medium confidenceROOM 2

Graphical user interface, text, application, chat or text message

Description automatically generatedIn room 2 there is a lot more detailed code involved with a flashlight used that lights up a small circle in the room. The flashlight’s position depends on the mouse movement from the user. The overall goal of this room is for the user to find the key hidden in the room and advance to the next room. To achieve this page, change the window.loacation.replace function is used. Once the key is clicked a pop-up message will show notifying the user that the key is found, and it will move the user onto the next room. It is still the same layout that is used to centre the room in the middle of the page and detailed CSS is used to make the page appealing.

Text

Description automatically generatedThis is the code used to achieve the flashlight effect for the room. It allows the flashlight to appear according to the mouse cursor position on the screen. Z-index is used to ensure that the flashlight activates at the correct layer (on the room image). The size of the circle is set to 4 to make finding the key challenging for the user but also possible.

Text

Description automatically generated

This is the function created within the JavaScript which updates the position of the flashlight with the mouse and allows for full range of movement around he screen.

A screenshot of a computer

Description automatically generated with medium confidence

This is the code used to create a link on the key image to the next page once it is clicked. This is done through mapping and coordinates of the key are specified to allow the user to click the key. The function nextpage() is also called with an onclick function of the key.

Graphical user interface

Description automatically generated with low confidenceStatistics page

This is the statistic page and the final page I had a key role in. It summarises the user’s performance in the game and shows the player’s name, time remaining, how many rooms they made it through, and how many attempts it took them to complete the game. To achieve this display of data session storage is used throughout the different pages of the game which saves relevant data for it to be displayed in the statistics page. The layout is also consistent with the rest of the game and image of castle is included to show that the user escaped to the castle. A play again button also included which redirects the user to the main page using an onclick event listener.