TikTok Youth Camp 2022
Group Assignment
Project A: Front-End Development Group Project

No.	Full Name	Email
1.	Yu Yuan Hua Cindy	cindy_yu@mymail.sutd.edu.sg
2.	Constance Chua Jie Ning	constance_chua@mymail.sutd.edu.sg
3.	Chew Ching Hian	chinghian_chew@mymail.sutd.edu.sg
4.	Alestier Kwa Yu Feng	alestier_kwa@mymail.sutd.edu.sg
5.	Chua Min Jie Michelle	michelle_chua@mymail.sutd.edu.sg

Contents

1. Planning

1.1. Milestones

Milestone 1: Selection of project

Milestone 2: Completing TikTok Workshop

Milestone 3: Deciding which web technology to use/allocation of workload

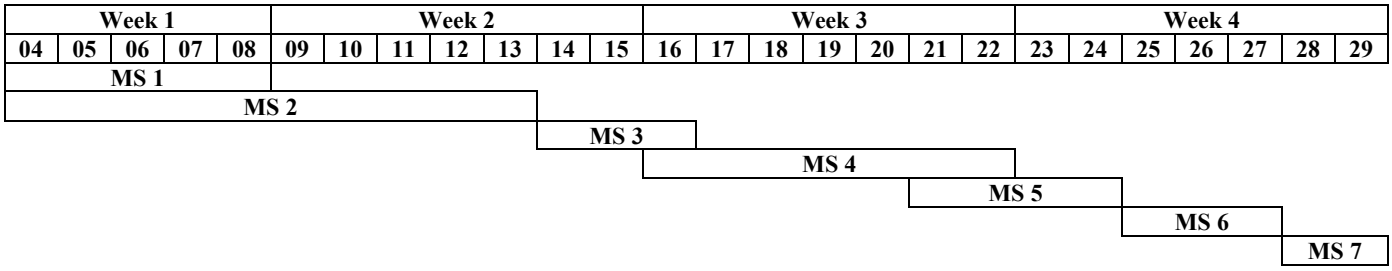
Milestone 4: Working Hangman game (including animation)

Milestone 5: Ensure that it is able to support mobile, tablet, desktop viewport

Milestone 6: Deliverables (Source code, Video, Report)

Milestone 7: Submission

1.2. Timeline



1.3. Allocation

Functions	Task Allocation
Wireframe	Cindy
Hangman	Constance
User input (keyboard)	Michelle
Words (Dictionary)	Ching Hian
Checking Answers	Alestier

2. Technical

2.1. Web technology selection

We decided to host the game website on GitHub pages, which is directly linked to our public repository where we commit our code. The website is built with HTML, CSS and JavaScript. HTML was used to create the structure and content of the website, which was linked to a CSS stylesheet that was used to style and layout the webpage. To create a responsive website, Bootstrap framework was incorporated. To make the website interactive, we created a JavaScript code which links to a database of hangman questions and answers.

Reason

We decided to use GitHub to host our code as it is an effective platform for us to collaborate on the project. We are able to track changes made and easily download the coding documents to view our gameplay. HTML, CSS and JavaScript are what we learnt during the youth camp, hence we made use of the skills we have acquired to create this game.

2.2. Interesting code

```
var lines = correct_answer.split('').map(alphabet =>
(guessed.indexOf(alphabet) >= 0 ? alphabet :" _ ") ).join('');
```

correct_answer : answer derived from api request

guessed : empty array which will house player's alphabet guesses as its elements

This line of code creates the lines objects based on the correct_answer variable, which is split into each alphabet in an array. Each alphabet is then converted into a line " _ " using the .map() function and a ternary operator. The array is then rejoined into a string using .join() to form the string variable lines.

3. Project Content

3.1. Project video link

https://youtu.be/hZXyZM5rNk0

3.2. Screenshots

Fig. 1 Desktop Screenshot of Hangman game when user makes two wrong guesses

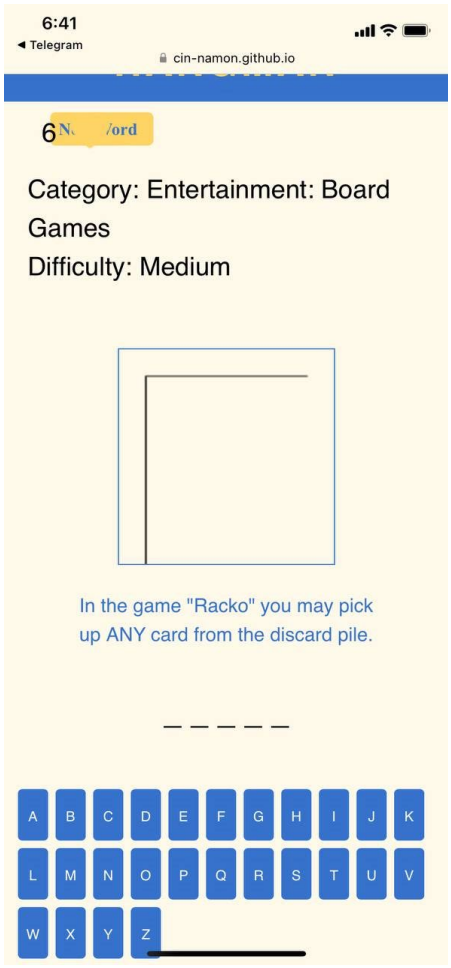


Fig. 2 Mobile Screenshot of Hangman game when user makes two wrong guesses

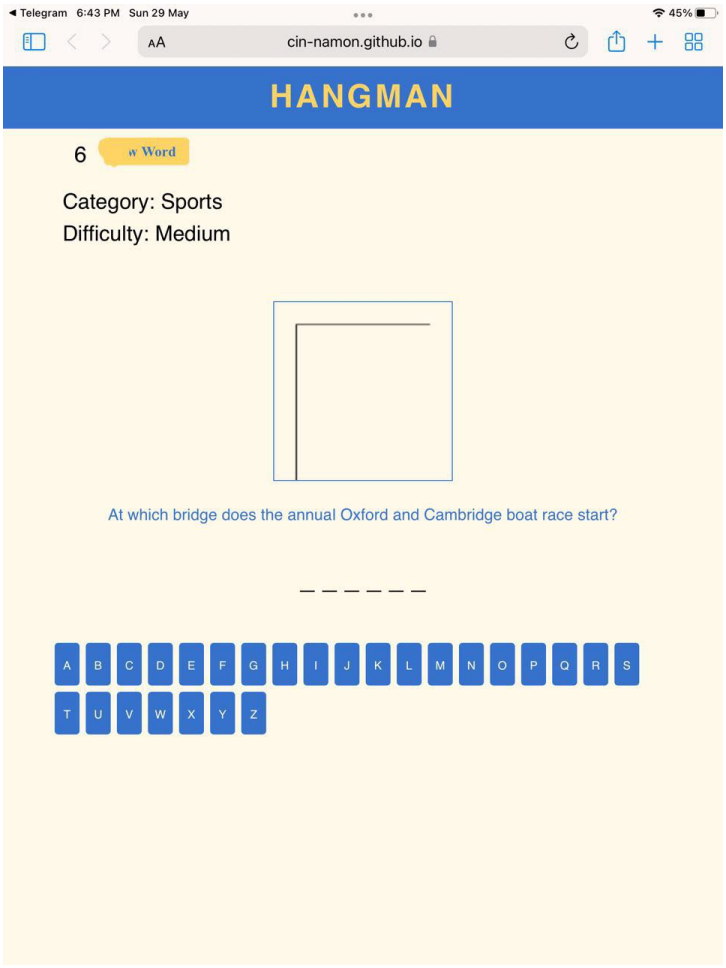


Fig.3 Tablet Screenshot of Hangman game when user makes two wrong guesses

4. Retrospective

4.1. What went well

- Game features work as intended
- Game Interface looks pleasant and is responsive to various viewports.
- There is a wide variety of trivia questions obtained using the api request

4.2. What can be improved

Additional features to improve gameplay experience:

- Customizability of Difficulty level & Category
- Addition of Win Streaks
- Countdown timer

Improving user experience

- Adding animations to make it more interactive for user experience
- Adding sounds

4.3. What will we commit to improving in the next project

- Dedicate more time to improving user interface through the additional features mentioned in the previous section
- Improve user experience through more engaging visuals, including animations
- Uploading on to an online platform to allow online cooperative multiplayer mode
- Allow users to use their own word lists