

Web debugging and profiling tools

DEADLINE: 27.03.2021

FOLDER STRUCTURE

```
FL1_HW8/*
├── homework/*
│   ├── src/*
│   │   ├── js/*
│   │   │   ├── questions.js*
│   │   │   └── app.js*
│   ├── .eslintrc.js*
│   ├── index.html*
│   └── style.css*
```

* - required

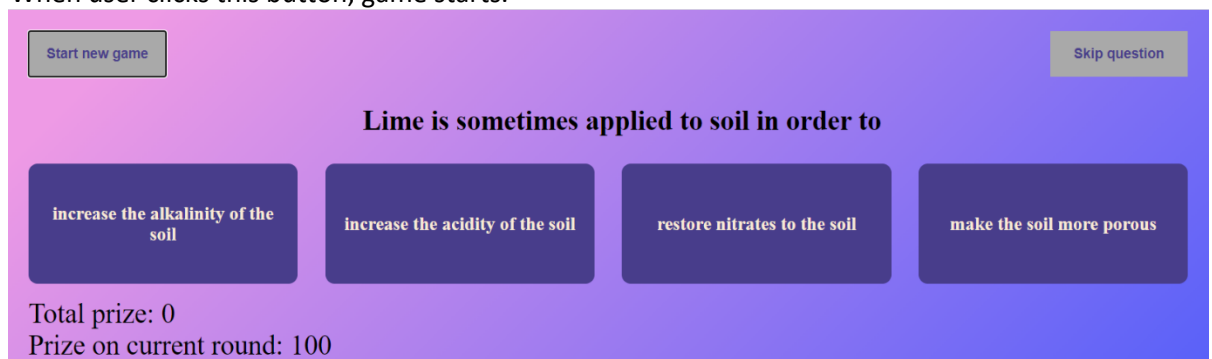
TASK

Quiz game application

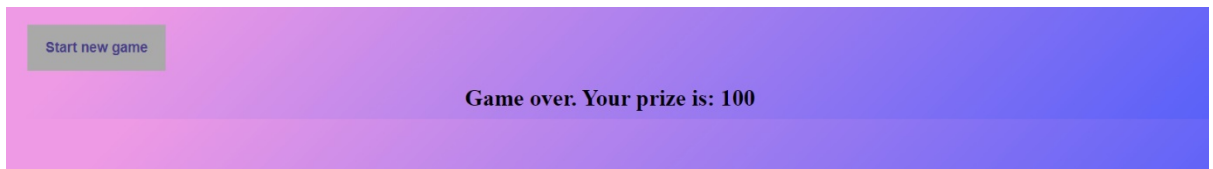
Your task is to write a simple quiz game.

Requirements:

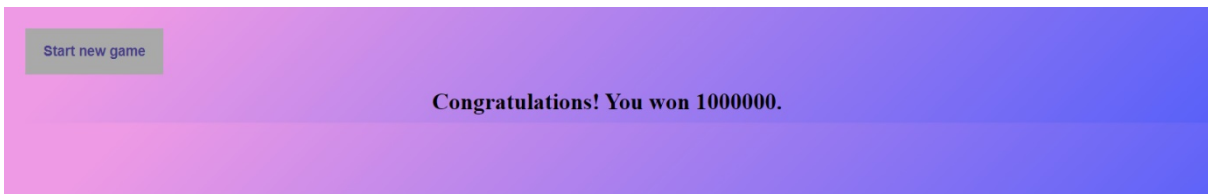
- On page load, there is one button – ‘Start new game’
- When user clicks this button, game starts.



- Each round, a random question is selected from an array of questions.
- It has to be impossible to repeat the same question in one game.
- At first round, prize equals 100.
- At every round, user see questions and can choose option one of 4.
- When the user answers correctly, current prize is added to the total prize, new question appears on the screen and current prize is doubled.
- There is also ‘Skip question’ button. When the user clicks on it, the current question is replaced by a new one. This button can only be used once per game, after which it should disappear or be disabled.
- When user has answered incorrectly, the game ends and notification is displayed: ‘Game over. Your prize is: {total prize}’.



- as soon as the total prize reaches 1000000 (one million), the game ends and win notification is displayed.



- Screenshots are provided for demonstration purposes only. It is allowed to implement any UI/UX design that covers the required functionality.

BEFORE SUBMIT

- Remove all unnecessary files that you might have included by mistake
- Verify that all functionality is implemented according to requirements
- Make sure you code is well-formatted, and validated via validator (w3org Markup Validation Service)
- Add comments if the code is difficult to understand
- Fix warnings/errors in the browser console
- Verify that the name of the folders and files meet the requirements
- Make sure there are no errors/warnings in the browser console
- Run the linter and fix all warnings and errors.

RESTRICTIONS

- External libraries usage is forbidden

HOW TO

Use linter :

- In order to use npm package manager you should install nodejs (<https://nodejs.org/>)
 - Install eslint to check your code (npm install -g eslint)
 - open a terminal (or cmd)
 - run eslint (i.e. eslint ./js/task1.js)
- Code should be without 'errors'

SUBMIT

- The folder should be uploaded to GitLab repository 'FL-1' into master branch