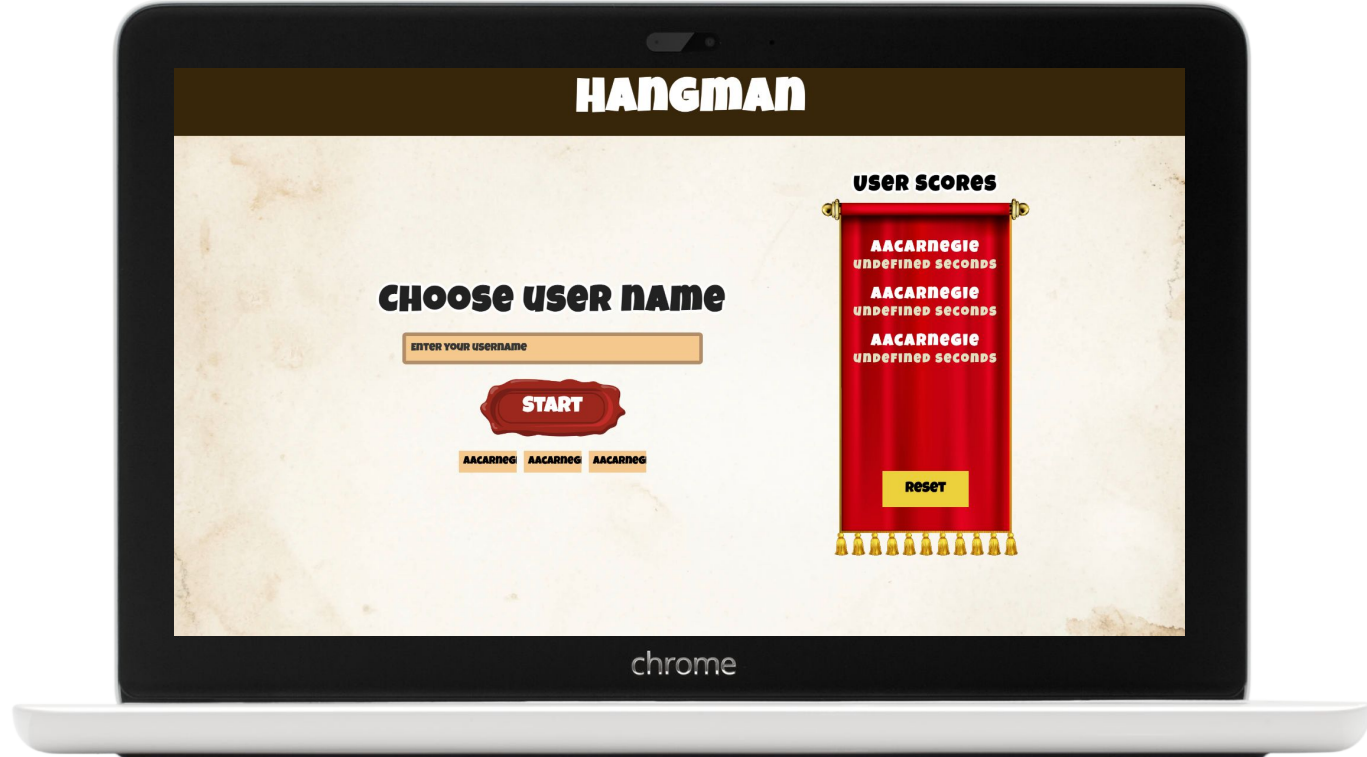
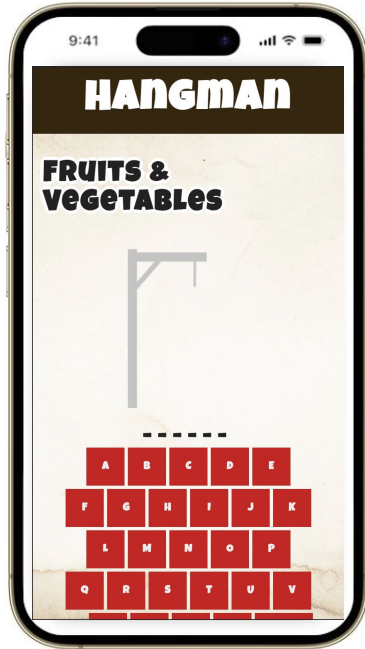

PLAY WITH ASSEMBLER

**DESARROLLADO POR: DAVID, JOE, PABLO Y
ANTONIO**

PLAY WITH ASSEMBLER MADE WITH HTML, CSS & JS









WHAT ARE THE MAIN OBJECTIVES IN THIS PROJECT?

- Improve your knowledge of JavaScript.
- Learn and improve your knowledge in logic processes.
- Improve your knowledge working with HTML, CSS, and JS together.

— DO YOU WANT TO SEE OUR TASKS?

COMPLETADO 13 TAREAS		PERSONA ASIGN
<input checked="" type="checkbox"/>	Maquetar y dar estilos a página de finalización	PH
<input checked="" type="checkbox"/>	Responsive general	J
<input checked="" type="checkbox"/>	Dar estilos en la página principal	J
<input checked="" type="checkbox"/>	Añadir juego en curso al historial	DP
<input checked="" type="checkbox"/>	Maquetar y dar estilos a puntuación de usuarios	AR
<input checked="" type="checkbox"/>	Crear clase User y sus métodos	AR
<input checked="" type="checkbox"/>	Crear clase Game y sus métodos	AR
<input checked="" type="checkbox"/>	Maquetar y dar estilos a elegir usuario	DP
<input checked="" type="checkbox"/>	Crear rama dev	DP
<input checked="" type="checkbox"/>	Crear lógica del juego	DP
<input checked="" type="checkbox"/>	Maquetar y dar estilos al juego	J
<input checked="" type="checkbox"/>	Responsive game	J
<input checked="" type="checkbox"/>	Responsive finish page   	J
+ Nueva tarea		
PENDIENTE 1 TAREA		PERSONA ASIGN
<input type="checkbox"/>	Ordenar historial de menor a mayor	



REQUIREMENTS

→ Rules

- ◆ You must use only one HTML file to develop this game, this means that you must hide and show dynamic elements without reloading the page.
- ◆ Before starting the game, you must enter your username on the screen to start the game.
- ◆ The ranking of the players who have played a game:
 - Must always be visible on screen.
 - Refreshing the page will not lose the information stored in the ranking, since the information must be stored in localStorage.
 - When a player enters his username and clicks on the start button, the player must be added to the ranking with the message "Currently playing ..."
 - When this player finishes the game, the ranking will be dynamically updated to show your score instead of the previous message.

Requirements (II)

- When the player finishes the game, the Scoring screen will be displayed with the results of the game.
- All game processes must be carried out without reloading the page.
- You must store:
 - ◆ Current game
 - ◆ Ranking
- The ranking will show above the last record that has been entered.
- You cannot use third-party libraries.
- You must use Git for the development of the project and branches for each feature, try not to separate branches by person.



Meet Joe

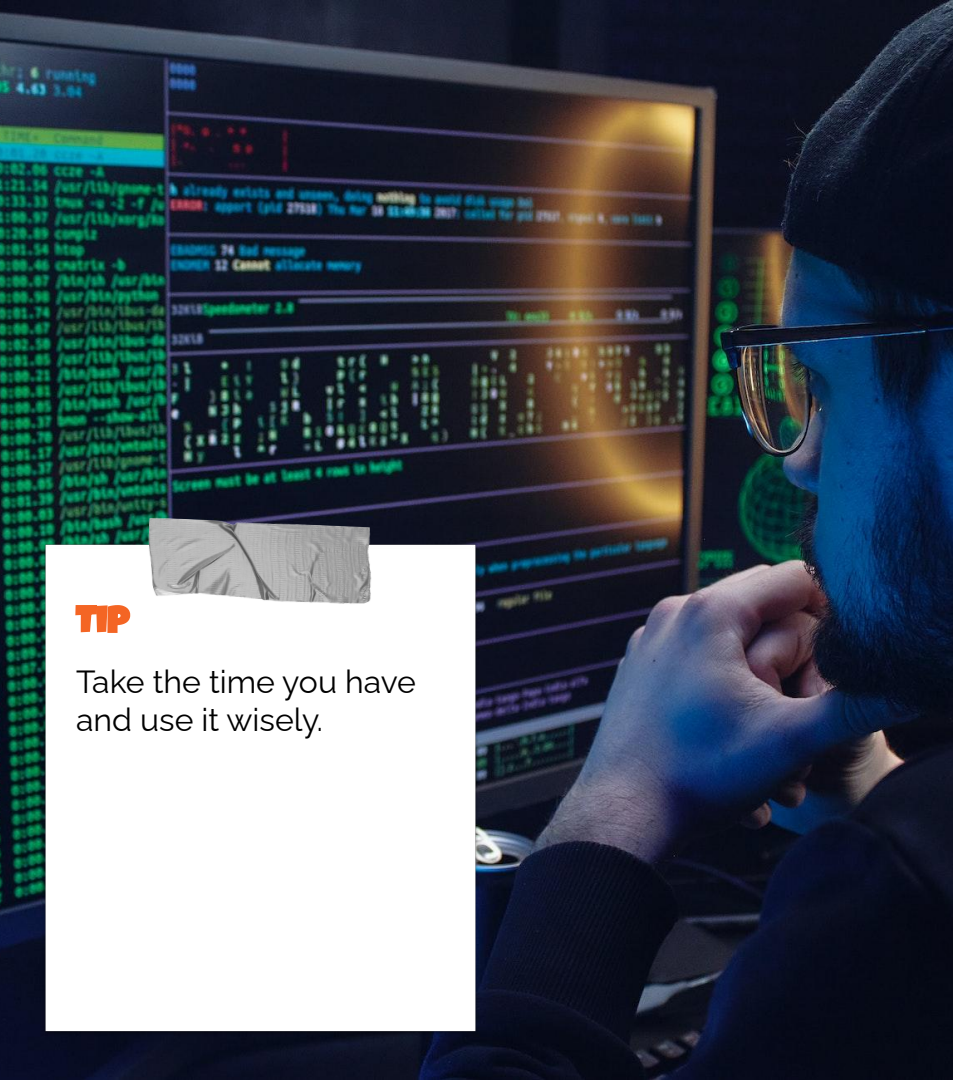
This project Play with Assembler was a funny experience and difficult by the tiny deadline.

One of the most challenging things was having the project in just one HTML file and going around the different windows.



TIP

Staying focused and knowing what you want is key to success!



TIP

Take the time you have
and use it wisely.

MEET PABLO

I learned how local and session storage works.

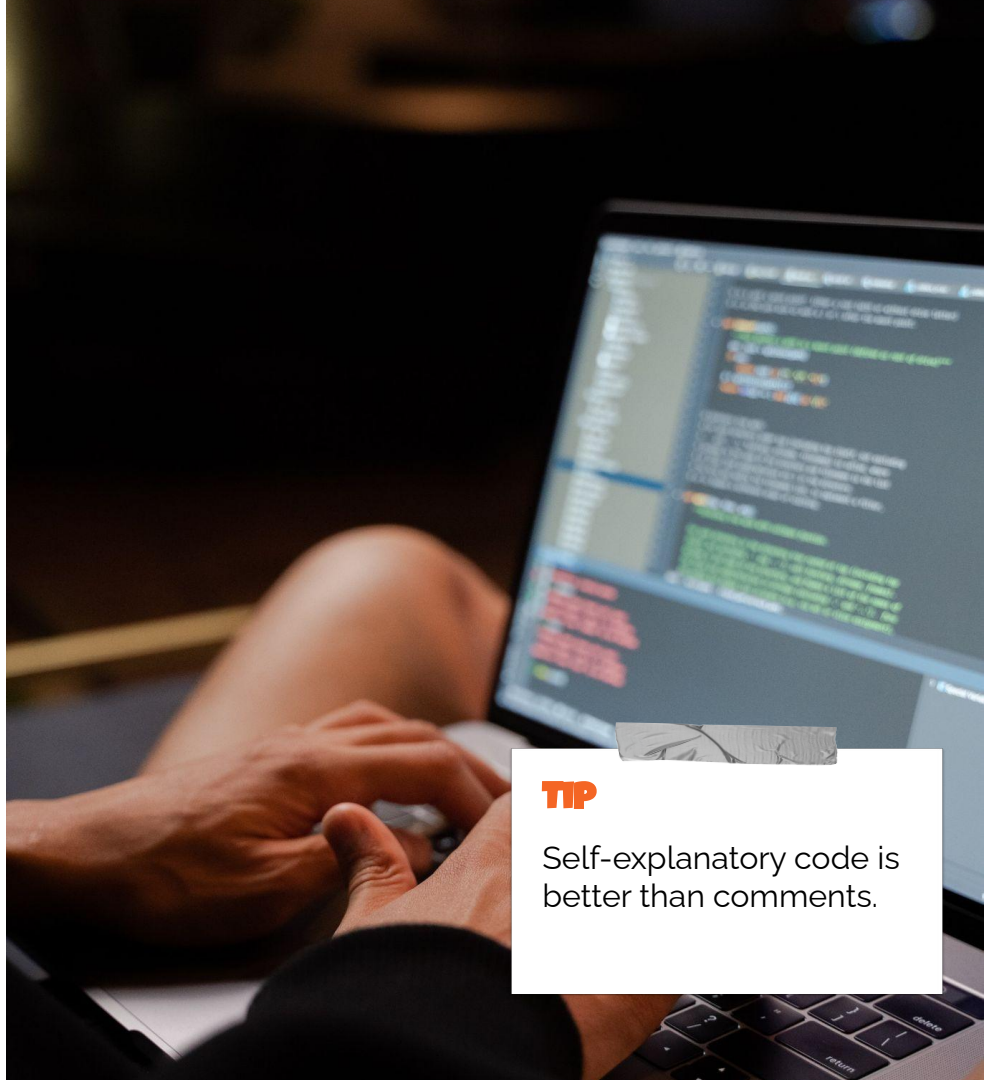
I also improved my ability to read and understand other
people's code.

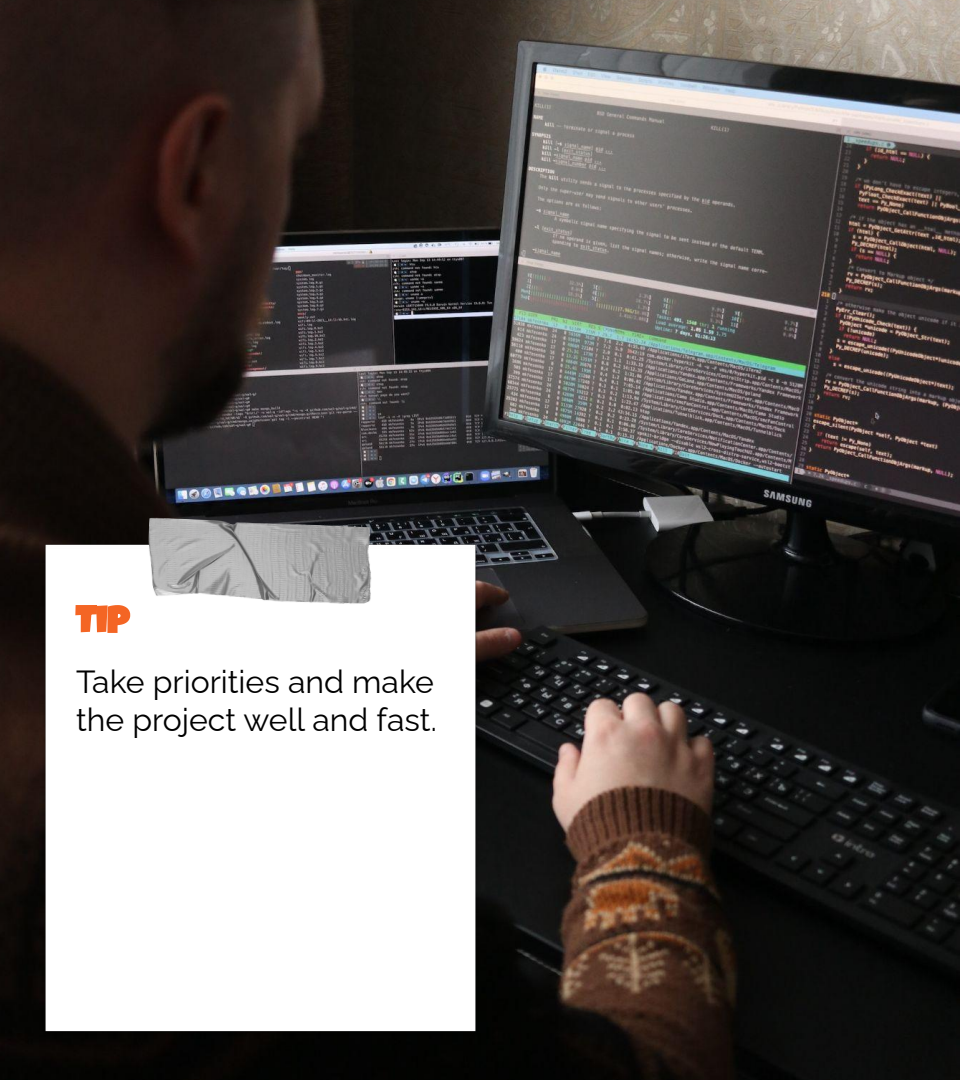
MEET DAVID

In this project I have learned how to handle localStorage to save objects and persist the game data in the browser.

TIP

Self-explanatory code is better than comments.





TIP

Take priorities and make the project well and fast.

MEET ANTONIO

Above all, I have learned how to carry out a team project and to divide roles among the members.

I learned how I need to work when you don't have too much time to make it.

I also learned how to manage the project time to achieve the desired requirements.

And finally I'm practising a lot code with HTML,CSS and JS

We hope that you have learned from our journey as we did. **ANY QUESTIONS?** We are here to answer them one by one 🙌



TIP

Those how don't like to talk in public can also talk trough the chat.