

On event - click

hide start

append children buttons
to status div

hide all buttons on click

show consequence of click

remove buttons on click

remove event listeners

new click function

on click → next
append new children
buttons to status div

maybe modal inss for

wireframe / pseudocode

for deploy site

DONE

Append rat

Change class/img on click → smash

music starts on load

rat fade out interval 1000ms
and smashed

To Do

Randomize location of rat

Populate with more rats

counter to keep track of rats smashed

set win condition 90% smashed

(possible add difficulty levels)
to change % to win

if
else if
8/50

add win/lose screens

add play again button

add start screen toggle to

hide start button

add sounds on smash

change game music to start
on #start button event

maybe screen
with rules/random
charlie boots

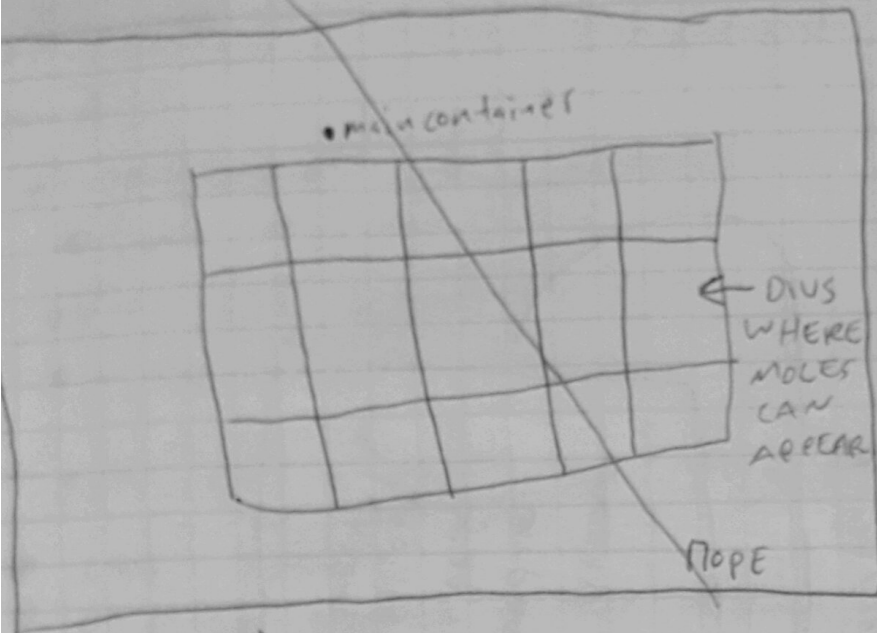
content creation

help - ~~ecom~~

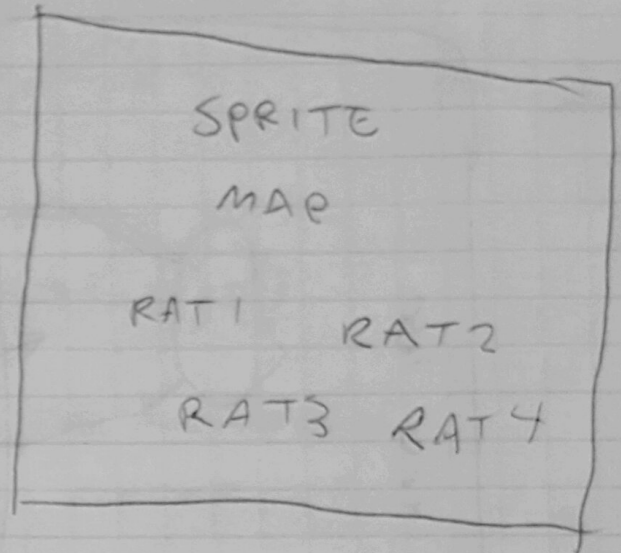
ecom, people ops,

end user manuals

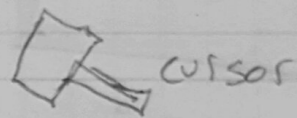
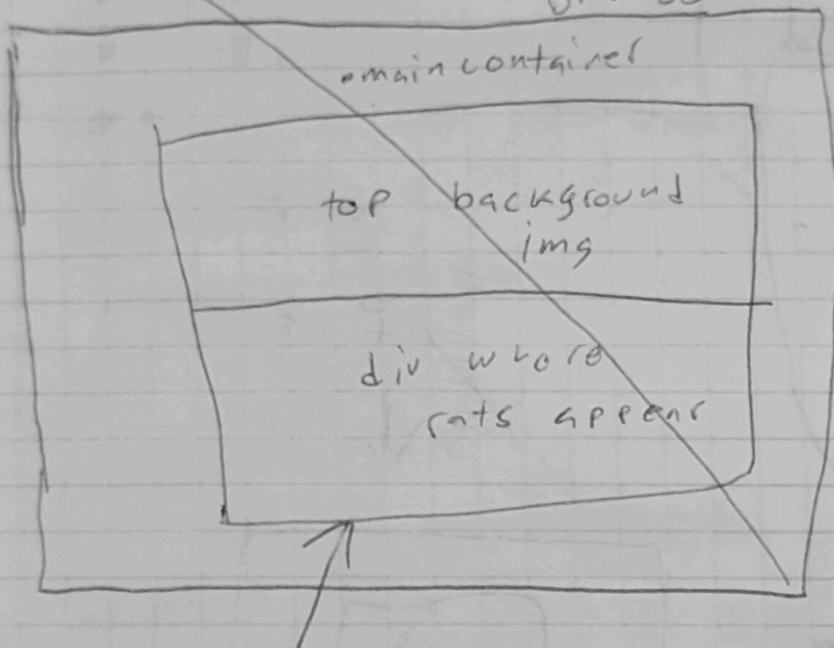
if click .rat
increment 1



King of the
Rats



1) RENDERS IN BROWSER



CURSOR

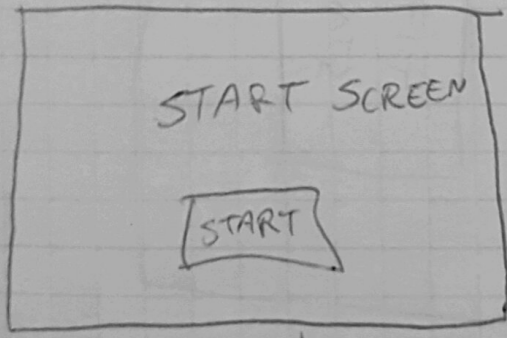


math.random
to populate
attach click event



splat on click
disappear after
1 second

Timer function
Win by smashing
90% of rats



onclick
game.start

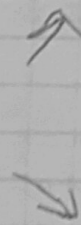
JQUERY
DOM
manip
append or
show

LOGIC FOR
WIN
if win → win screen
else → lose screen

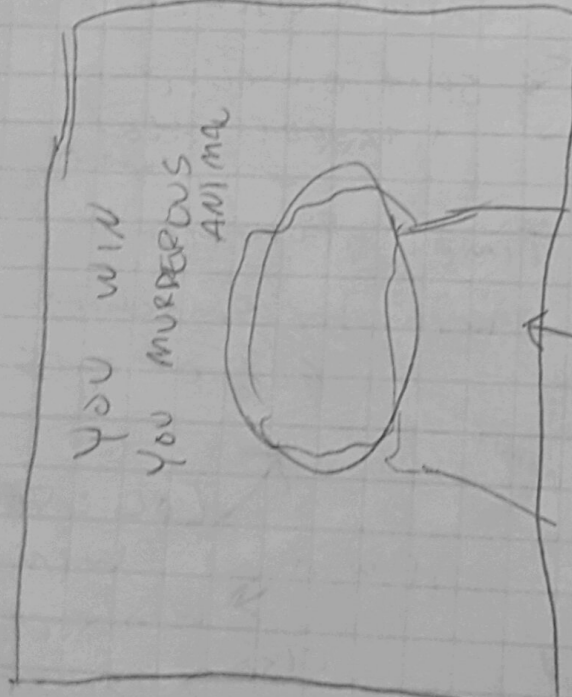
game is var containing entire game
start() populates screen with game
Canvas

PLAY AGAIN?

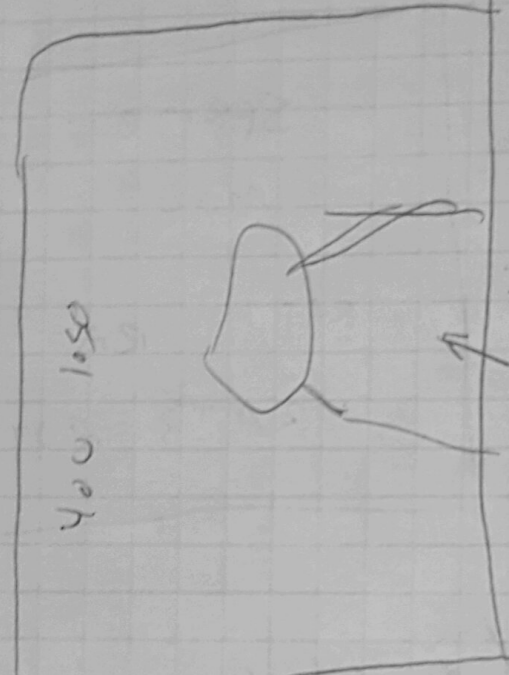
On click
costs +



Spurbs
rate 70%
90%

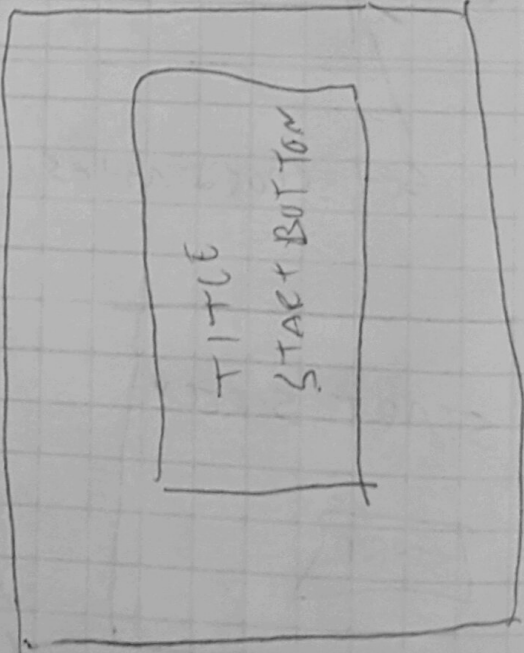


Clarity needs

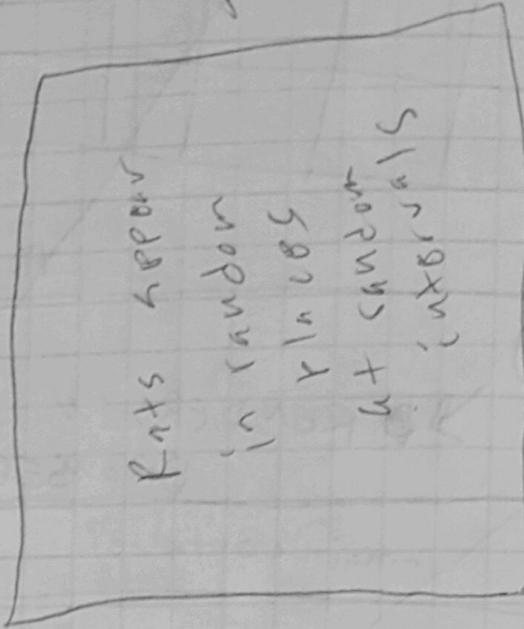


definitely frank

Smash rate < 90%



~~ON CLICK~~ toggle
in line



Index 2
RATINGS

Nov 5

+ timers more efficient

• clear int / time added

• win / lose conditions added

• timer added

— o/n at a point in the middle of jersey

• CSS ISSUES

• on click sound trigger issues

Δ • replace gray circles with seal holes (pugs!)

• MOAR RATS

• make deploy site - use "#" to link to same PS DIV

• maybe a way to track high scores - local dst.

WIN SCREEN

WINNERS ALWAYS WIN