Individual Summary Report

The main parts of the game that I contributed to are listed below:

* The third level
* The fail page
* Animations

Below is snippets of JavaScript for the features I designed which are the main functions that make it work properly. The first screenshot is the countdown function which tells the user how much time they have left. The second screenshot is the code for opening the chest with the screwdriver. The third screenshot is code to check that the vault input is correct. The fourth screenshot is the CSS that I did for the typewriter effect. The fifth screen shot is the CSS I did for the initial button that is seen when the user fails. The sixth screenshot is the JavaScript that I did which loops a conversation between the game and the player, displaying a new message with the typewriter effect after a specified time interval. The last screenshot is the JavaScript function that I made for the typewriter effect which keeps adding another character to the word until the length of the word has been reached, this is done with the index variable.

