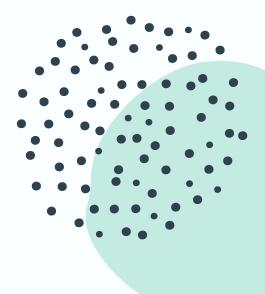
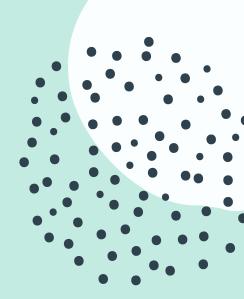
GUESSER GAME

Presentation by Frank Pouassi

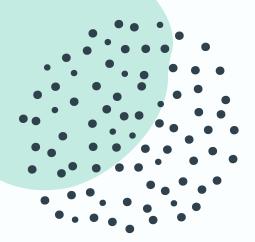


Today's Presentation



STEPS

- 1. Who I am
- 2. Project Goals
- 3. Files Organization
- 4. Accessibility
- 5. Limits
- 6. Final Words



WHOIAM

I am a full-time worker trying to reconvert in the IT field

WHAT IS THE PRESENTATION ABOUT

I thought that creating a little game was a good and fun way to implement the project goals. I will show you the process I used to create the game app.

Frank Pouassi

Here are the main goals of this project:

- 1. Learn how to change an input value with buttons
- 2. Learn how to insert an element in the DOM with the Javascript syntax
- 3. Learn how to create and manipulate an element with Javascript



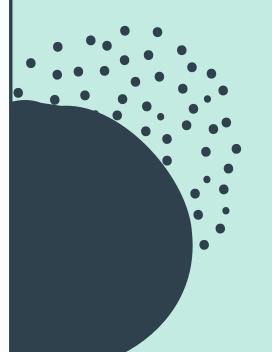
PROJECT GOALS

Check the README file here:

https://github.com/furawa/guesserGame

I created the different folders for the project.

- ASSETS For all the different assets, images, Js, CSS
- IMAGES To store all the images for the project
- CSS To store the CSS files
- Js to store all the Javascript files



THIS ORGANIZATION HELP ME
FIND EASILY EACH FILES
WHENEVER I NEEDED THEM

Js Files

- GameScript.js
- interactionFun ctions.js
- logicFunctions.js





Each Js file contains functions for a specific purpose.

1. GameScripts.js

Contains the functions for the gameplay.

2. InteractionFunctions.js

Contains all the code for the creation, insertion, and styling of elements.

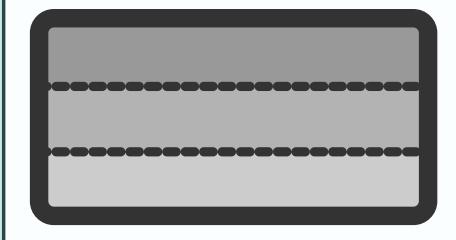
3. logicFunctions.js

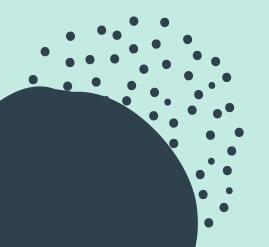
Contains all the helper functions to end the game, start the next round, find the winner, etc...

Table Result

You can see the results of your previous game in a table.

The table will update after ending each game.







Conclusion

I learned a lot about Javascript and the DOM during this project, and I found that there is still a lot to learn. Thank you for your feedback.

Here are the links to the game and Github page.

FRANK POUASSI

