숫자 맞추기 게임 사이트

윤금비

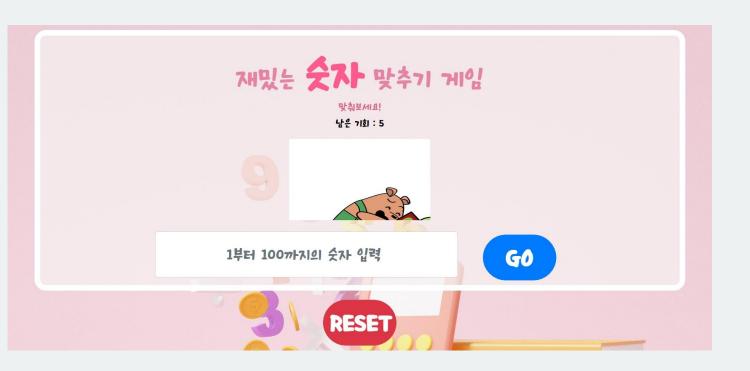
게임 데모: https://numbersgame123.netlify.app/

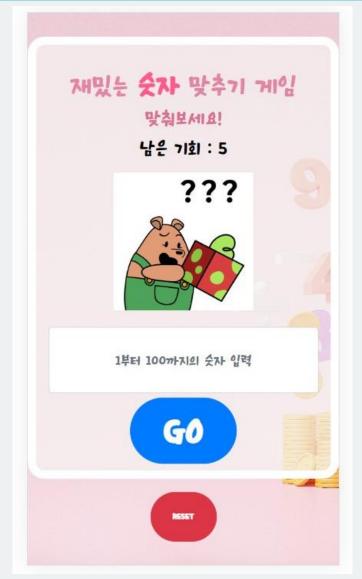
깃허브 주소 : https://github.com/geumbi4

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1. 실행 화면





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2. HTML 코드

```
<!DOCTYPE html>
<html lang="en">
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
    <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/css/bootstrap.min.css" />
    <link rel="stylesheet" href="style.css">
    <div class="container">
        <h1 class="first-title">재밌는 <span class="pre-title">숫자</span> 맞추기 게임</h1>
        <div class="result-style" id="result-area">맞춰보세요!</div>
        <div class="chance-style" id="chance-area">남은 기회 : 5</div>
        <div><img src="https://media4.giphy.com/media/v1.Y2lkPTc5MGI3NjExazMyaGJ6NzVmOXptd3o0dG53MnQ00XUzbm9kMXls</pre>
           OGk4aDdjZGp2YSZlcD12MV9pbnRlcm5hbF9naWZfYnlfaWQmY3Q9Zw/qVx82Zydz2dVRrok6t/giphy.gif"
            class="main-img"></img>
        <div class="row d-flex justify-content-center">
            <div class="col-md-6">
                <input type="number" class="form-control mb-10" id="input-area" placeholder="1부터 100까지의 숫자 입력"/>
            <div class="col-md-2">
                <button class="btn btn-primary mb-2 button-style" id="play-Button">GO</button>
            </div>
        </div>
    <button class="btn btn-danger mt-3 button-style resetBtn-style" id="reset-Button">RESET</button>
    <script src="main.js"></script>
</body>
```

3. CSS 코드

```
body{
    background-size: cover;
    height: 100vh;
    background-image: url(image/mainBg.jpeg);
    display: flex;
    flex-direction: column;
    justify-content: center;
    align-items: center;
    font-family: 'KCCMurukmuruk',cursive;
 .container{
    border: 10px solid white;
    border-radius: 20px;
    text-align: center;
    background-color: rgba(247, 243, 242, 0.7);
.button-style {
    height: 80px;
    width: 129px;
    margin-top: 5px;
    border-radius: 50px;
    font-size: 30pt;
    font-weight: bold;
.pre-title{
    color: rgb(255, 91, 145);
    font-weight: bold;
    font-size: 5vw;
@font-face {
    font-family: 'KCCMurukmuruk';
    src: url('https://cdn.jsdelivr.net/gh/projectnoonnu/noonfonts_2302@1.0/KCCMurukmuruk.woff2') format('woff2');
    font-weight: normal;
    font-style: normal;
.main-img {
    width: 20vw;
    height: 25vh;
    margin-top: 15px;
    margin-bottom: 20px;
```

```
.result-style{
    margin-bottom: 5px;
.first-title{
   color: rgb(230, 132, 165);
   margin-top: 30px;
.chance-style{
   color: black;
.form-control{
   height: 80px;
   font-size: 2vw;
   text-align: center;
    margin-right: 20px;
@media screen and (max-width: 48rem) {
    .form-control {
        font-size: 4vw;
        max-width: 500px;
        margin-right: 0px;
    .result-style{
        font-size: 20px;
    .pre-title{
        font-size: 30px;
    .first-title{
        font-size: 27px;
    .chance-style{
        font-size: 20px;
    .main-img{
        width: 45vw;
        height: 25vh;
    .resetBtn-style{
        font-size: 2.5vw;
        width: 80px;
        height: 60px;
```

4. JAVASCRIPT 코드

```
1 let computerNum = 0;
2 let inputArea = document.getElementById("input-area");
3 let playButton = document.getElementById("play-Button");
4 let resultArea = document.getElementById("result-area");
5 let resetButton = document.getElementById("reset-Button");
6 let chanceArea = document.getElementById("chance-area");
7 let chance = 5;
8 let gameOver = false;
  let history = [];
playButton.addEventListener("click",play);
12 resetButton.addEventListener("click",reset);
   inputArea.addEventListener("focus", focusInput);
15 function randomNum() {
       computerNum = Math.floor(Math.random()*100)+1;
       console.log(computerNum);
19 function play() {
       let userValue = inputArea.value;
       if(userValue < 1 || userValue >100) {
           resultArea.textContent = "1~100사이의 값을 입력하세요";
           return;
       if(history.includes(userValue)) {
           resultArea.textContent = "이전에 입력한 값입니다. 다른 값을 입력하세요.";
           return;
```

```
chance --;
        chanceArea.textContent = `남은 횟수 : ${chance}
        if(userValue < computerNum) {</pre>
            resultArea.textContent = "UP!";
        else if(userValue > computerNum) {
            resultArea.textContent = "DOWN!";
        else {
            resultArea.textContent = "맞췄습니다!";
            gameOver = true;
        history.push(userValue);
        if(chance<1) {</pre>
            gameOver = true;
       if(gameOver == true) {
            playButton.disabled = true;
   function reset() {
        inputArea.value ="";
        randomNum();
   function focusInput() {
        inputArea.value = "";
        console.log("포커스 실행됨")
62 randomNum();
```

출처

- https://getbootstrap.com
- https://stock.adobe.com
- https://noonnu.cc

감사합니다