

숫자 맞추기 게임 사이트

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

깃허브 주소 : <https://github.com/geumbi4>

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1. 실행 화면

재밋는 숫자 맞추기 게임

맞춰보세요!
남은 기회 : 5



1부터 100까지의 숫자 입력

GO

RESET

재밋는 숫자 맞추기 게임

맞춰보세요!
남은 기회 : 5

???



1부터 100까지의 숫자 입력

GO

RESET

2. HTML 코드

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>Document</title>
7   <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/css/bootstrap.min.css" />
8   <link rel="stylesheet" href="style.css">
9 </head>
10 <body>
11   <div class="container">
12     <h1 class="first-title">재밌는 <span class="pre-title">숫자</span> 맞추기 게임</h1>
13     <div class="result-style" id="result-area">맞춰보세요!</div>
14     <div class="chance-style" id="chance-area">남은 기회 : 5</div>
15     <div></img>
18     </div>
19     <div class="row d-flex justify-content-center">
20       <div class="col-md-6">
21         <input type="number" class="form-control mb-10" id="input-area" placeholder="1부터 100까지의 숫자 입력"/>
22       </div>
23       <div class="col-md-2">
24         <button class="btn btn-primary mb-2 button-style" id="play-Button">GO</button>
25       </div>
26     </div>
27   </div>
28   <button class="btn btn-danger mt-3 button-style resetBtn-style" id="reset-Button">RESET</button>
29
30   <script src="main.js"></script>
31 </body>
32 </html>
```

3. CSS 코드

```
1  body{
2    background-size: cover;
3    height: 100vh;
4    background-image: url(image/mainBg.jpeg);
5    display: flex;
6    flex-direction: column;
7    justify-content: center;
8    align-items: center;
9    font-family: 'KCCMurukmuruk',cursive;
10 }
11
12 .container{
13   border: 10px solid white;
14   border-radius: 20px;
15   text-align: center;
16   background-color: rgba(247, 243, 242, 0.7);
17 }
18 .button-style {
19   height: 80px;
20   width: 129px;
21   margin-top: 5px;
22   border-radius: 50px;
23   font-size: 30pt;
24   font-weight: bold;
25 }
26 .pre-title{
27   color: rgb(255, 91, 145);
28   font-weight: bold;
29   font-size: 5vw;
30 }
31 @font-face {
32   font-family: 'KCCMurukmuruk';
33   src: url('https://cdn.jsdelivr.net/gh/projectnoonnu/noonfonts_2302@1.0/KCCMurukmuruk.woff2') format('woff2');
34   font-weight: normal;
35   font-style: normal;
36 }
37 .main-img {
38   width: 20vw;
39   height: 25vh;
40   margin-top: 15px;
41   margin-bottom: 20px;
42 }
```

```
43 .result-style{
44   color: palevioletred;
45   margin-bottom: 5px;
46 }
47 .first-title{
48   color: rgb(230, 132, 165);
49   margin-top: 30px;
50 }
51 .chance-style{
52   color: black;
53 }
54 .form-control{
55   height: 80px;
56   font-size: 2vw;
57   text-align: center;
58   margin-right: 20px;
59 }
60 @media screen and (max-width: 48rem) {
61   .form-control {
62     font-size: 4vw;
63     max-width: 500px;
64     margin-right: 0px;
65   }
66   .result-style{
67     font-size: 20px;
68   }
69   .pre-title{
70     font-size: 30px;
71   }
72   .first-title{
73     font-size: 27px;
74   }
75   .chance-style{
76     font-size: 20px;
77   }
78   .main-img{
79     width: 45vw;
80     height: 25vh;
81   }
82   .resetBtn-style{
83     font-size: 2.5vw;
84     width: 80px;
85     height: 60px;
86   }
87 }
```

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;
9  let history = [];
10
11  playButton.addEventListener("click", play);
12  resetButton.addEventListener("click", reset);
13  inputArea.addEventListener("focus", focusInput);
14
15  function randomNum() {
16      computerNum = Math.floor(Math.random()*100)+1;
17      console.log(computerNum);
18  }
19  function play() {
20      let userValue = inputArea.value;
21
22      if(userValue < 1 || userValue >100) {
23          resultArea.textContent = "1~100사이의 값을 입력하세요";
24          return;
25      }
26      if(history.includes(userValue)) {
27          resultArea.textContent = "이전에 입력한 값입니다. 다른 값을 입력하세요.";
28          return;
29      }
30
```

```
31      chance --;
32      chanceArea.textContent = `남은 횟수 : ${chance}`;
33
34      if(userValue < computerNum) {
35          resultArea.textContent = "UP!";
36      }
37      else if(userValue > computerNum) {
38          resultArea.textContent = "DOWN!";
39      }
40      else {
41          resultArea.textContent = "맞췄습니다!";
42          gameOver = true;
43      }
44      history.push(userValue);
45
46      if(chance<1) {
47          gameOver = true;
48      }
49      if(gameOver == true) {
50          playButton.disabled = true;
51      }
52  }
53  function reset() {
54      inputArea.value = "";
55      randomNum();
56  }
57  function focusInput() {
58      inputArea.value = "";
59      console.log("포커스 실행됨")
60  }
61
62  randomNum();
63
```

출처

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

감사합니다