


[Onsite] Case	
WDH3S2	
Periode Berlaku Semester Ganjil 2018/2019 <i>Valid on Odd Year 2018/2019</i>	Software Laboratory Center Assistant Recruitment 19-1

Materi

Material

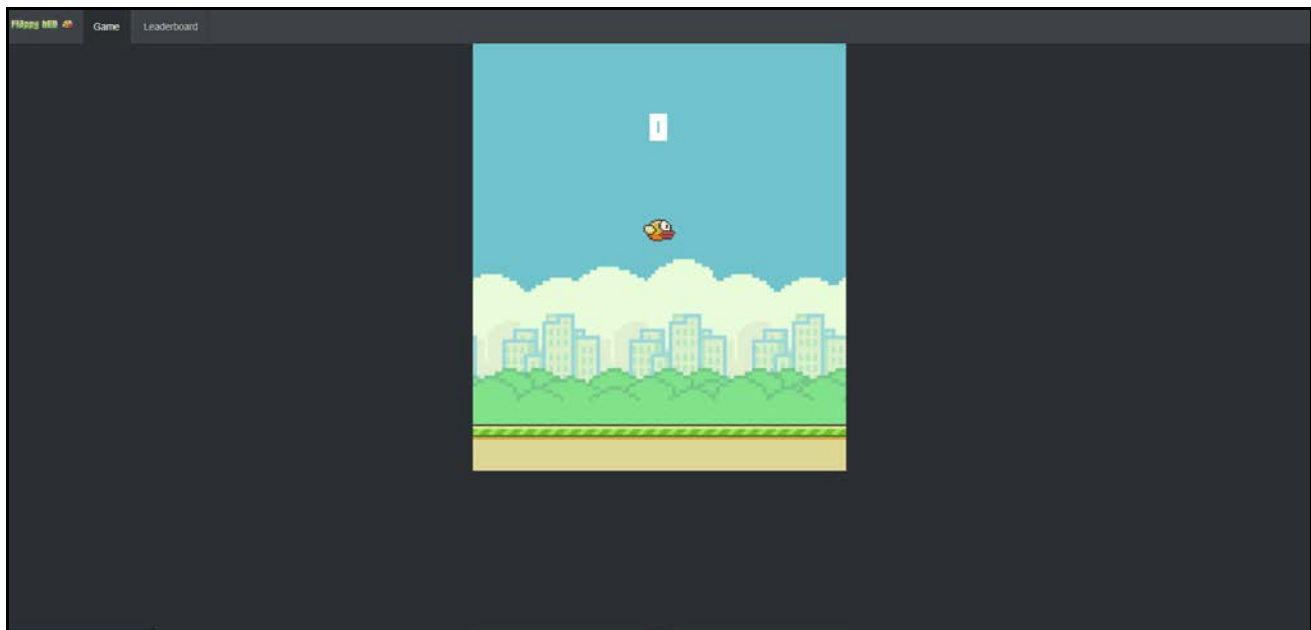
- jQuery 3 (selector, event, animation, dom manipulation)

Soal

Case

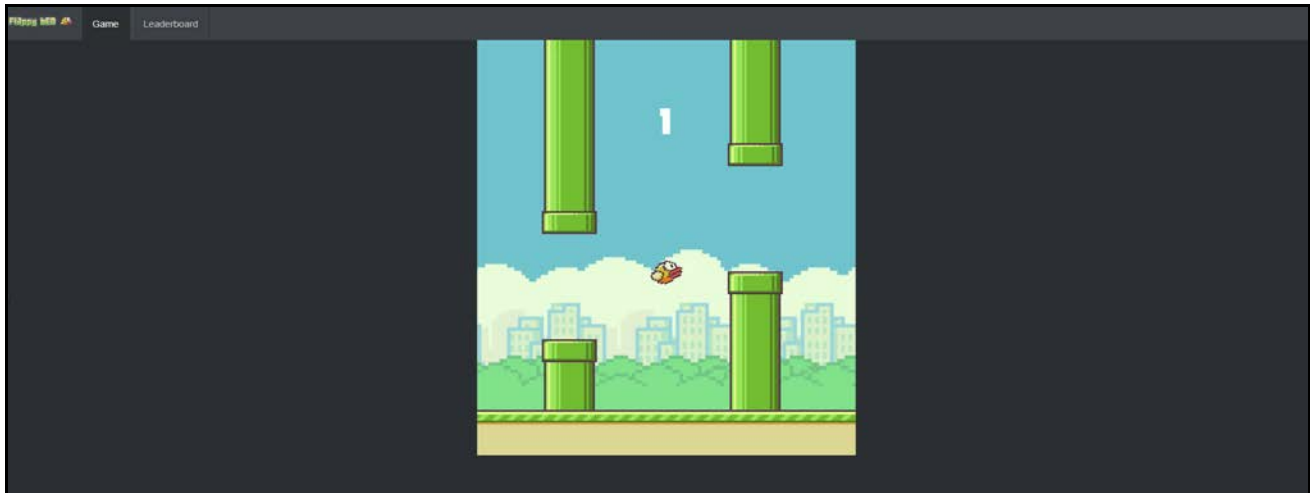
Flappy bEd

Flappy bEd is a game based on a web application using HTML, CSS and vanilla JS. It's was created to make a player have fun. So, you as **candidate assistant** should build an app to make the player have fun.



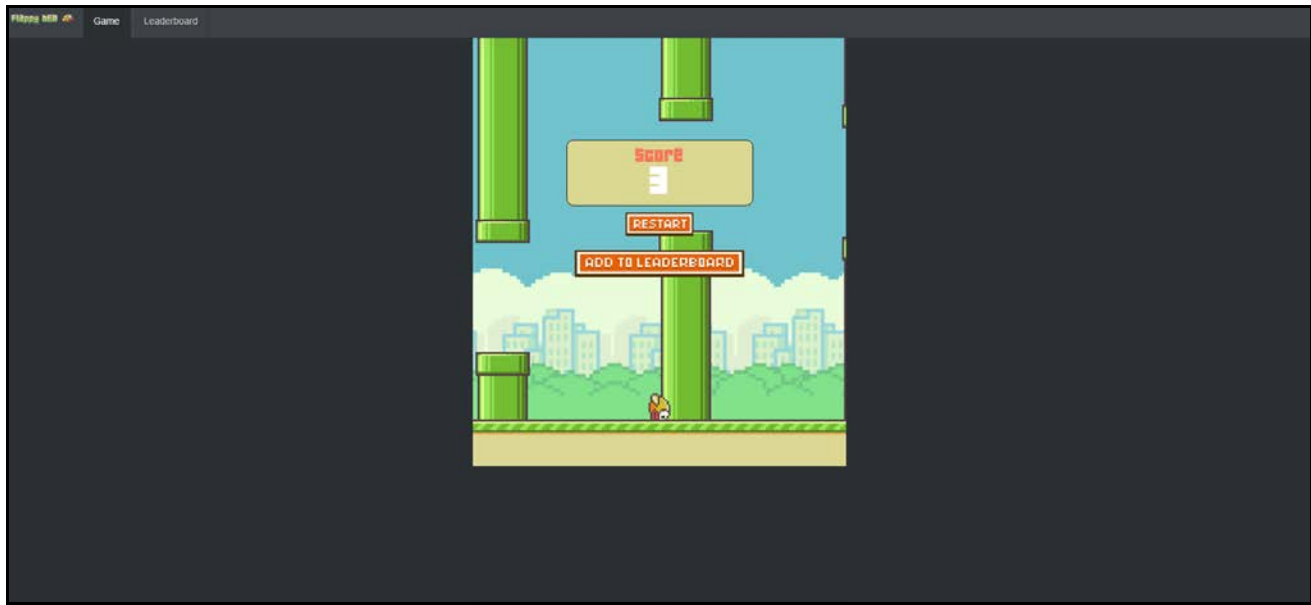
There is an initial state you should build.

- flappy bird flies up and down and animation as if it is flying
- The score is 0 on the top of the flappy bird
- To play the client must click any key to play



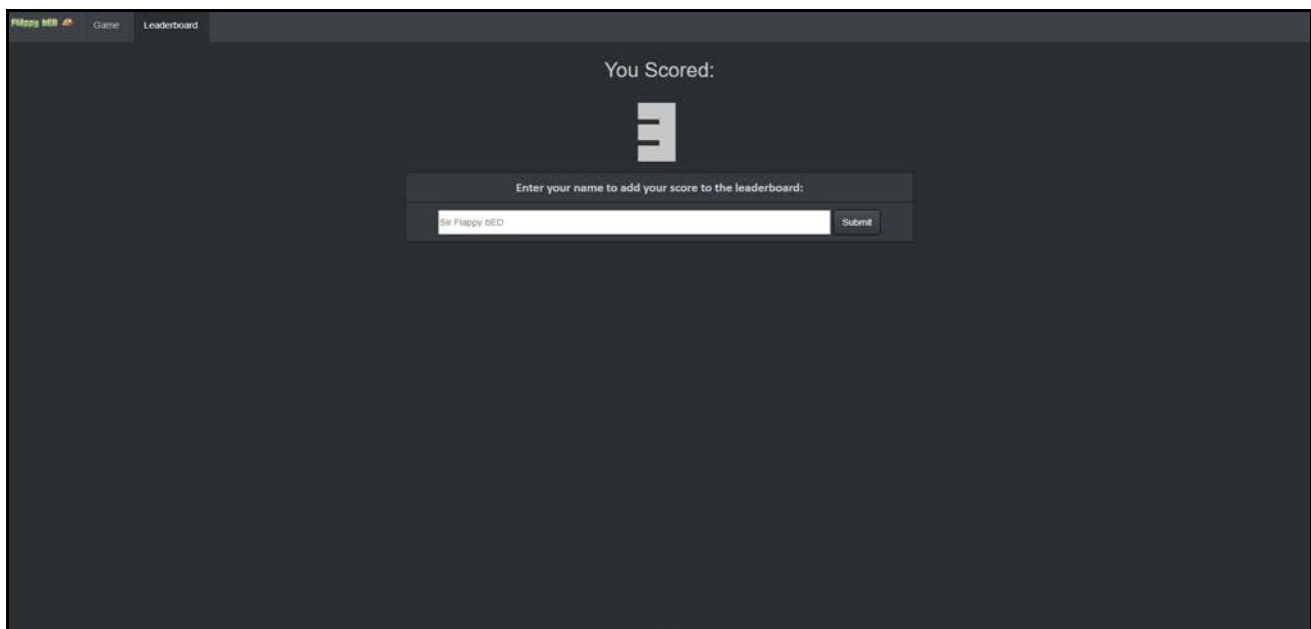
When the app is run there a condition you should build

- When flappy is flying it always goes down the cause of gravity and it should go fast when fall is longer
- When the player click any key the flappy must fly up
- The pipe will be generated for a flappy that must go through if flappy go through the score increase by one.
- If flappy crash the pipe or the floor the game is stopped and flappy must touch the floor



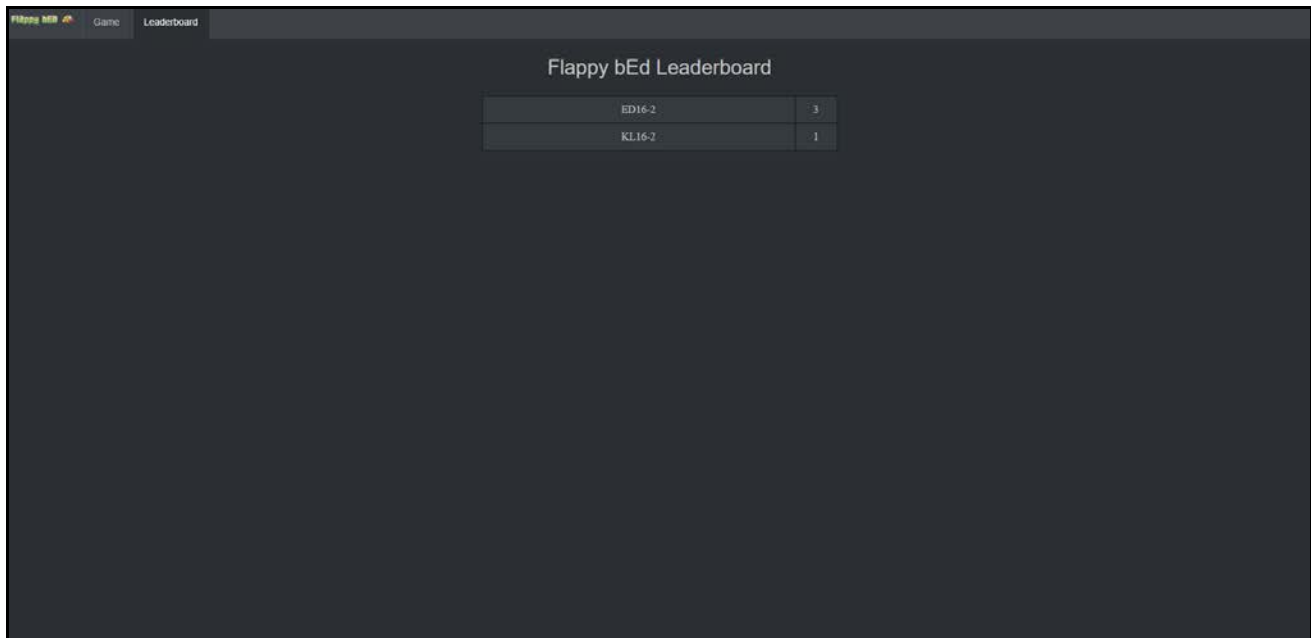
When it's a game over there a condition

- The player has a choice to restart or add the leader board
- If the player chooses the restart, then the game is reset
- If the player chooses to add the leader board it will redirect to new HTML



In add leader board there will be some condition

- The score is from the last game the player played
- After the score is submitted it will be restored on local storage that player can see on leader board tab



The Leader board score will be sorted by ascending by score.

~ *You never fail until you stop trying ~*
Albert Einstein

Komponen

Component

No.	Criteria	Percentage
1.	Leaderboard	5
2.	Game Design	5
3.	Game Idle	5
4.	Background Animation	20
5.	Generate Obstacle	20
6.	Obstacle Animation	10
7.	Validation Move	20
8.	Player Move	15

Please run the EXE file to see the sample program.