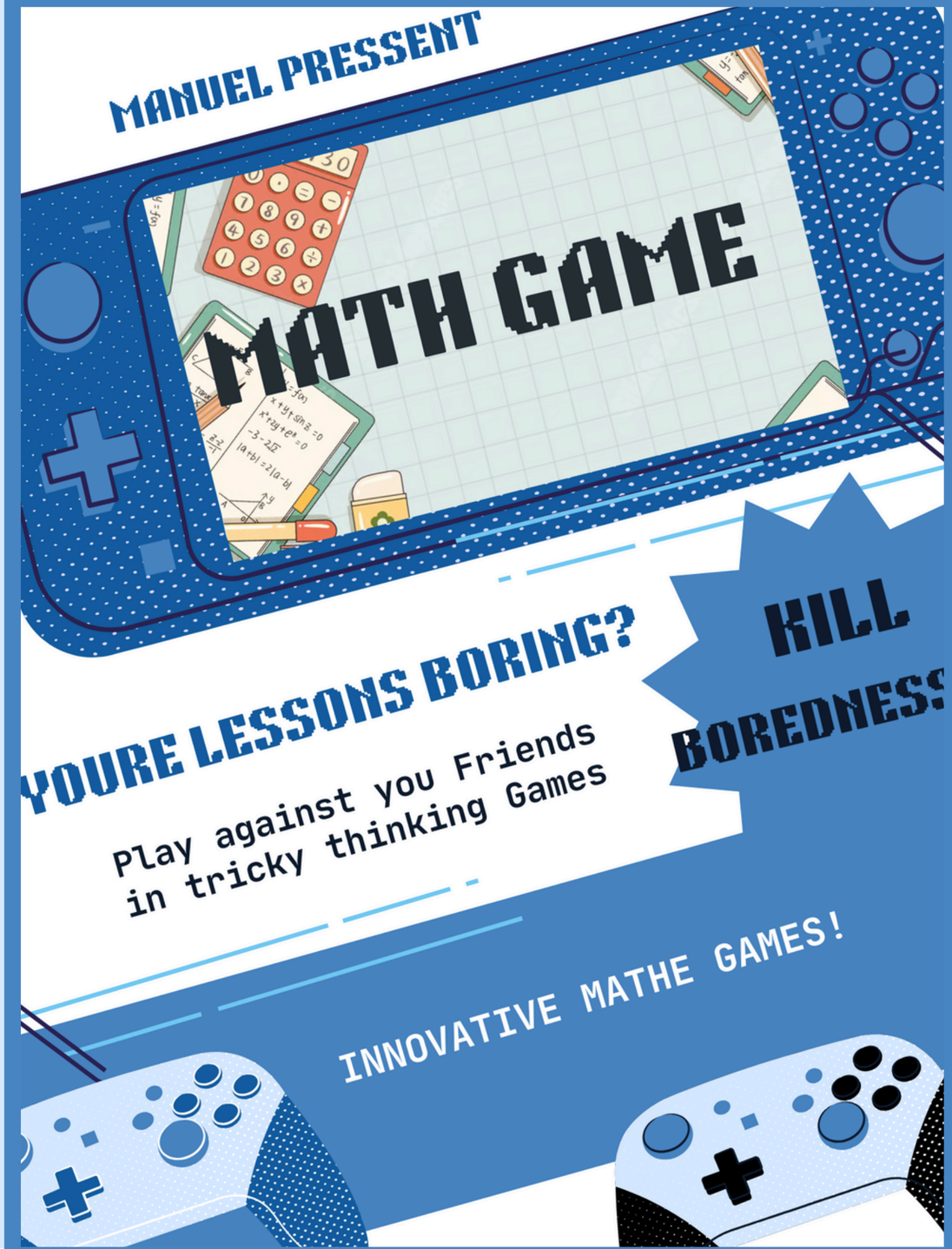
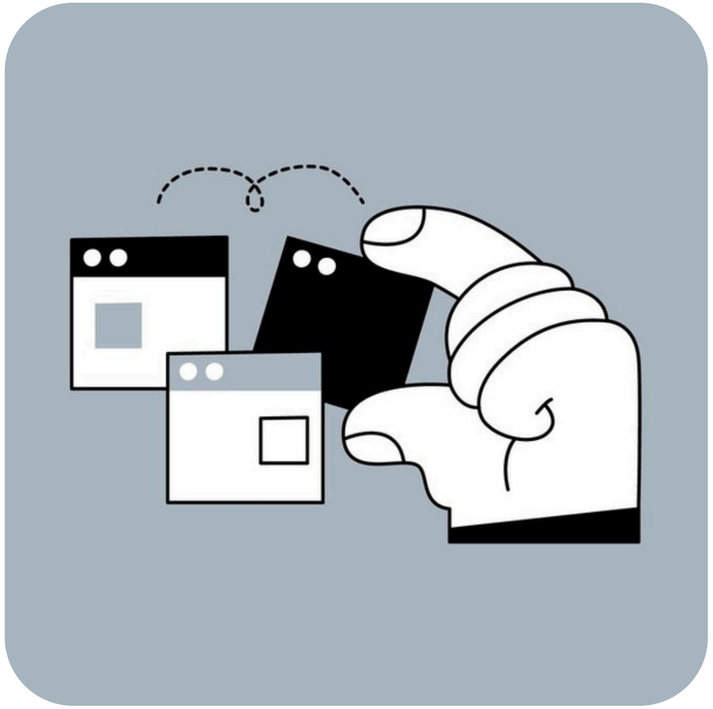
Medt. Sommerprojekt

Manuel Auinger



Technischen Highlights



Drag & Drop

gsap scroll

Codefragmente

```
let timerValue = 10;

document.getElementById('timer').innerHTML = `<div> <p>Time:${timerValue} </p>`;


// Timer
const intervalTimer = setInterval(() => {
    console.log("Counter " + timerValue)


    if(timerValue == 1 && achievments[4].attchieved == false) {
        achievments[4].attchieved = true;
        achievments[achievments.length - 1].count += 1;
        localStorage['achievments'] = JSON.stringify(achievments);
        achievment();
    }


    if(timerValue == 0) {
        currentPlayer++;
        beforeGame();

        console.log("Countdown finished");
        clearInterval(intervalTimer);
    }

    timerValue--
    document.getElementById('timer').innerHTML = `<p> Time: ${timerValue} </p>`;
   }, 1000)


// Rechnung generieren
let nr1 = getrndNr(ob);
let operator = rndOperator();
let nr2 = getrndNr(ob);
let answer = getAnswer(nr1, operator, nr2)
```

Codefragmente

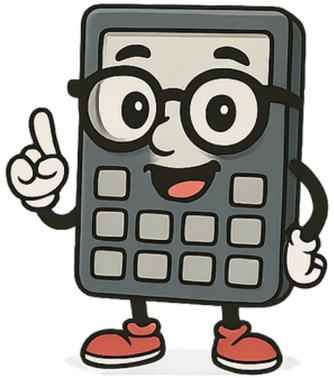
```
function setqestArray() {
  let rnd = Math.ceil(Math.random() * 2);

  return array = rnd == 1 ? "area" : "scope";

}

function setquestid() {
  return rnd = Math.ceil(Math.random() * 4);
}


function rndId(nmb) {
  do {
    nmb = Math.ceil(Math.random() * 4);
  } while (nmb == questid);

  return nmb;
}
```

Codefragmente

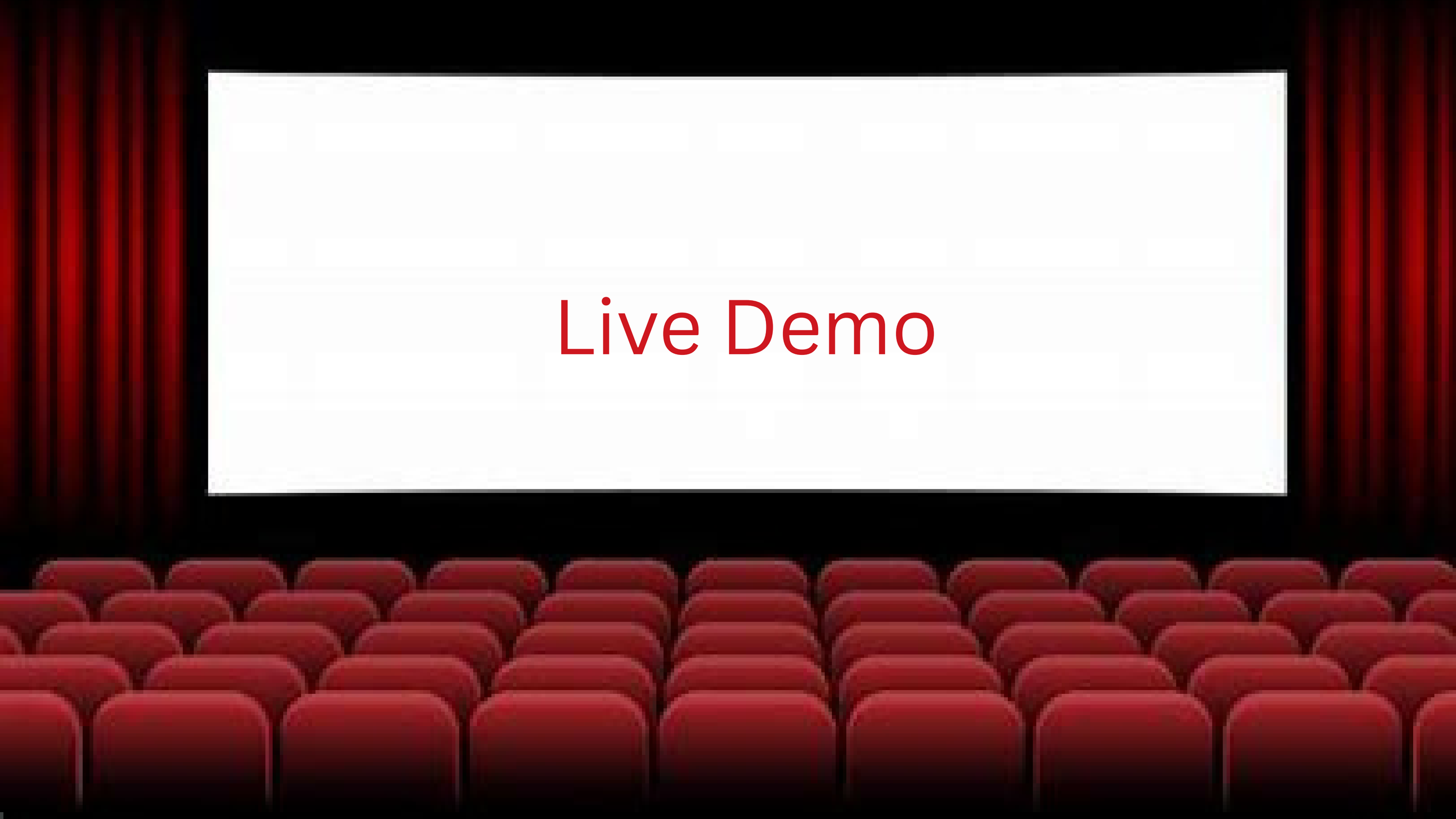
```
let brick = "";

let output = "";

for(let i = 0; i < viewWinner.length; i++) {
    brick += `<h1> Game ${i + 1} <br> </h1>
  <div class = "moreInfos">  <h2> ${viewWinner[i].player[0].name}  vs  ${viewWinner[i].player[1].name} </h2>`;

    if(viewWinner[i].player[0].points > viewWinner[i].player[1].points) {
        brick += `<h3> Winner: ${viewWinner[i].player[0].name} </h2>`;
    } else if(viewWinner[i].player[0].points < viewWinner[i].player[1].points) {
        brick += `<h3> Winner: ${viewWinner[i].player[1].name} </h2>`;
    } else {
        brick += `<h3> Draw </h2>`;
    }

    brick += `<h3> Points: ${viewWinner[i].player[0].points} : ${viewWinner[i].player[1].points} </h3>`;

    brick += `<h3> Achievements: ${viewWinner[i].achievements[14].count} / 15 </h3>`;
    brick += `<div class = "victoryHistory" onclick = "victoryHistory(${i})"> Show Game History </div>`;

    output += `<div class = "endBox"> ${brick} </div> </div>`

    brick = "";
}
```

tanker

tuffy



Design


Live Demo

Vielen Dank für eure Aufmerksamkeit