BONUS

Sommaire

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hangman-web-bring-to-death

Notions:

Golang Documentation: html/template Go example: Basic template

Objectives

You must follow the same principles as the first subject.

Hangman-bring-to-death consists in making a stick-man, representing the attempts you have left. Just like in the real hangman game. Each time you suggest a wrong letter or a wrong word, the stick-man grows, until the scheme is done, and the man completely hanging.

- You **MUST** use golang template for this project to help you display the different parts of the stickman accoring to the number of attempts left.

Usage

Here is an example:

Image

This project will help you learn about:

- The basics of CSS.
- Linking CSS and HTML.
- Play around with templates conditions and functions.

Allowed packages

- Only the standard go packages are allowed

Instructions

- The code must respect the **good practices**.
- We suggest you to search for the principles of a good website design.

hangman-web-gamify

Objectives

You must follow the same principles as the first subject.

Hangman-gamify consists in making your interface more game oriented.

You can implement other routes to help you have other interfaces representing the state of your game For example:

- A startup page asking for you UserName and a button to start

- A losing or/and winning screen
- A button somewhere to allow the user to play again.
- A scoreboard
- A list of all letters suggested during the game.

Those are only examples, you are free to implement any features you like that can make the project look better, and feel like a real game.

This project will help you learn about:

- The basics of game interfaces.
- The basics of CSS.
- Linking CSS and HTML.
- Implemeting differents routes and templates

Allowed packages

- Only the standard go packages are allowed

Instructions

- The code must respect the **good practices**.
- We suggest you to search for the principles of a good website design.

hangman-web-level

Objectives

You must follow the same principles as the first subject.

Hangman-level consists in adding difficulties to your website : You need to implement a dedicated page at the start of your game that allows the user to choose between the following difficulties

- EASY: is file words.txt.
- NORMAL: is file words2 .txt.
- HARD is: file words3.txt.

You can find these three files here

Your page must contain a form that is made up of a select input or radio input.

This project will help you learn about:

- Form Manipulation in Golang
- Changing filename to open
- Implement differents routes

Allowed packages

- Only the standard go packages are allowed

Instructions

- Your project must contain **CSS**.
- The code must respect the **good practices**.

- We suggest you to search for the principles of a good website design.

- It must be possible to see the text properly despite the colors used.

- The website must be consistent, responsive and interactive.