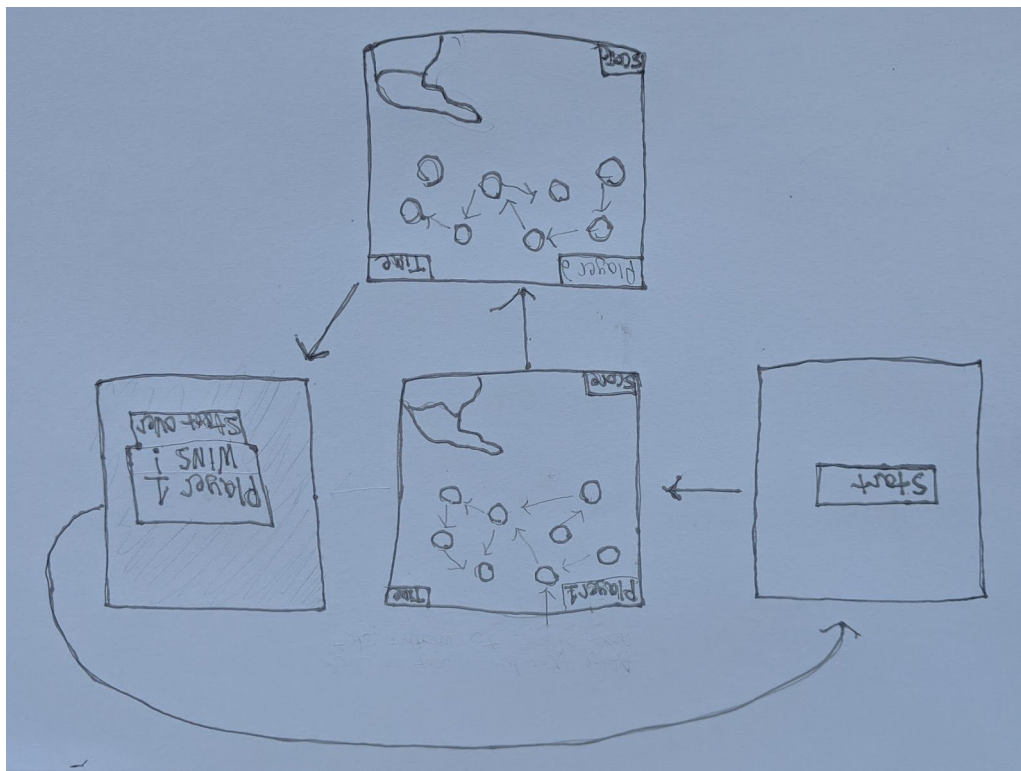


[GoldenGun]

Proposal

What is [GoldenGun]?

This is a onClick target based game using the mouse to click each target as another one re-spawns following the click of the previous one in a different position on the screen. Every target hit is 1 point and the user with the most points after 30 seconds each wins. I chose to do this in homage to 007 golden eye for n64



Initial thoughts on game structure

There is a start button(prompt) that after clicked the game starts with a 30 second timer shooting various targets on screen that have set spots that the next target will appear that are on a continuous loop till the time is up. Preferably I would set each target to a specific number and make the next target choose one with `Math.random` till the 30 seconds is up. In which player 2 will have their turn and at the end of player 2's 30 seconds a prompt will pop up of who the winner is along with a prompt that will follow that to loop the game back to the start prompt.

Phases of Completion

The steps or phases you expect to go through, and the tasks that you'll need to accomplish to reach each step. These should resemble the acceptance criteria we were working through earlier.) First phase is creating the visuals on screen such as background, targets, and the gun(which i have already cropped out to be placed on page) next is to write the onClick code with loops so that every time a target is shot another one appears on screen. Then make the condition in which the game ends after 30 seconds(need help on how to do that) then write a reset to the beginning along with displaying scores and timer on screen.

Links and Resources

I have images cropped out to layer on my background