

FASTEST-FINGERS-FIRST

(BISHI-BASHI INSPIRED GAME)



Rules

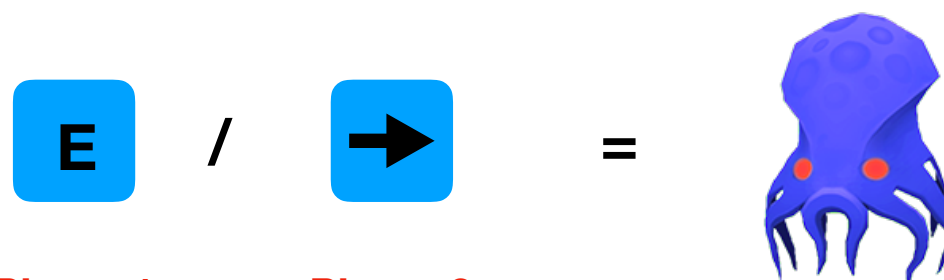
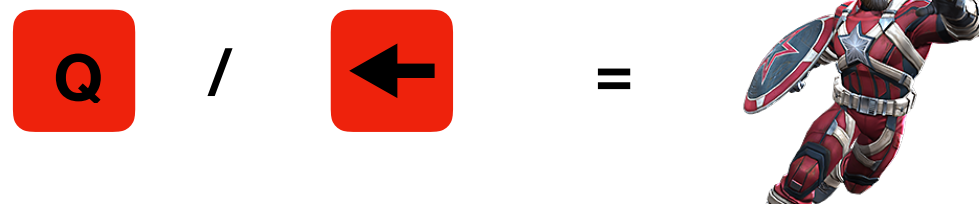
Click on

Start
Game

 to begin.

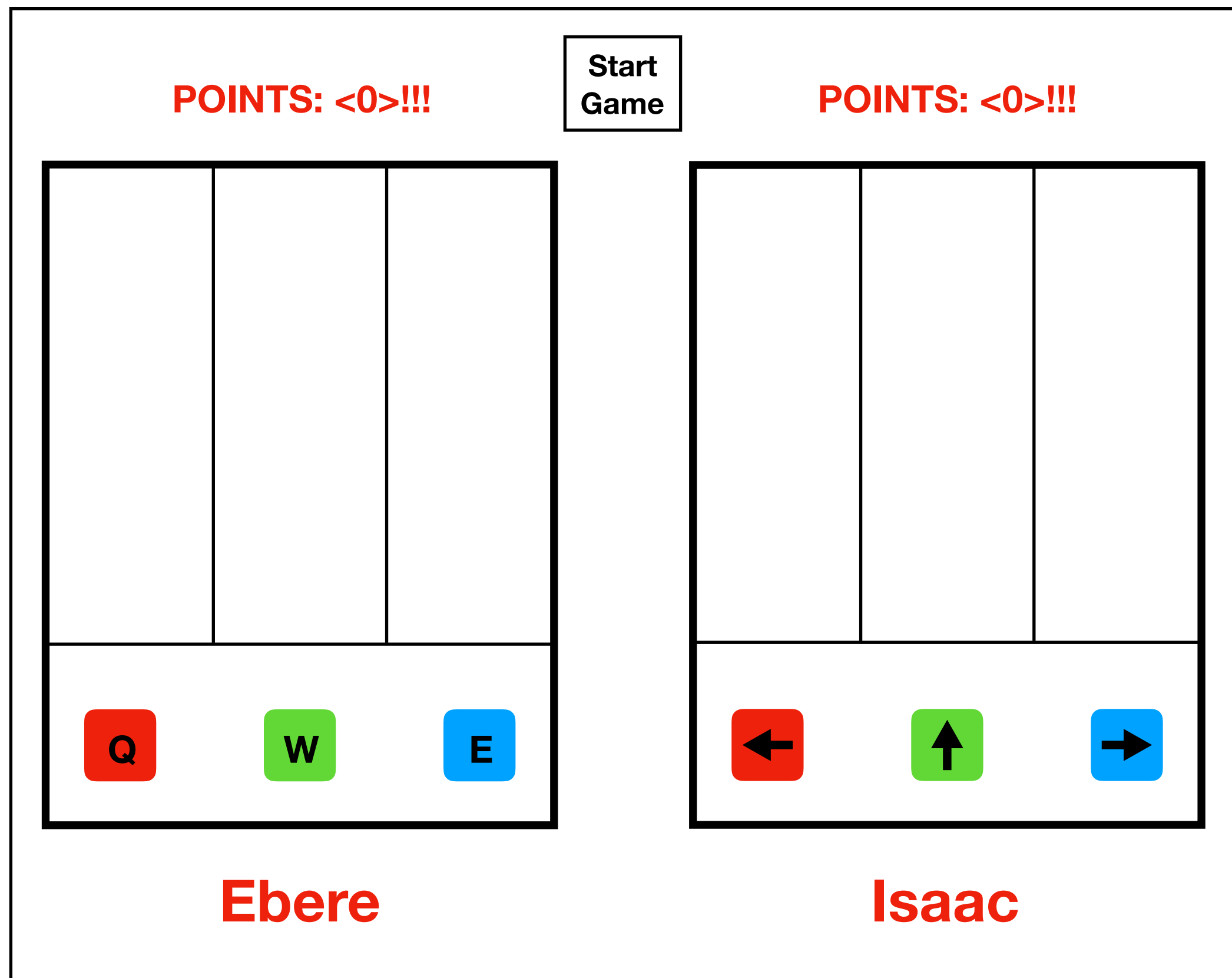
You have 30s to match the images to their colours.

The player with the most correct matches wins.



Player 1

Player 2



2-player Bishi-Bashi game.

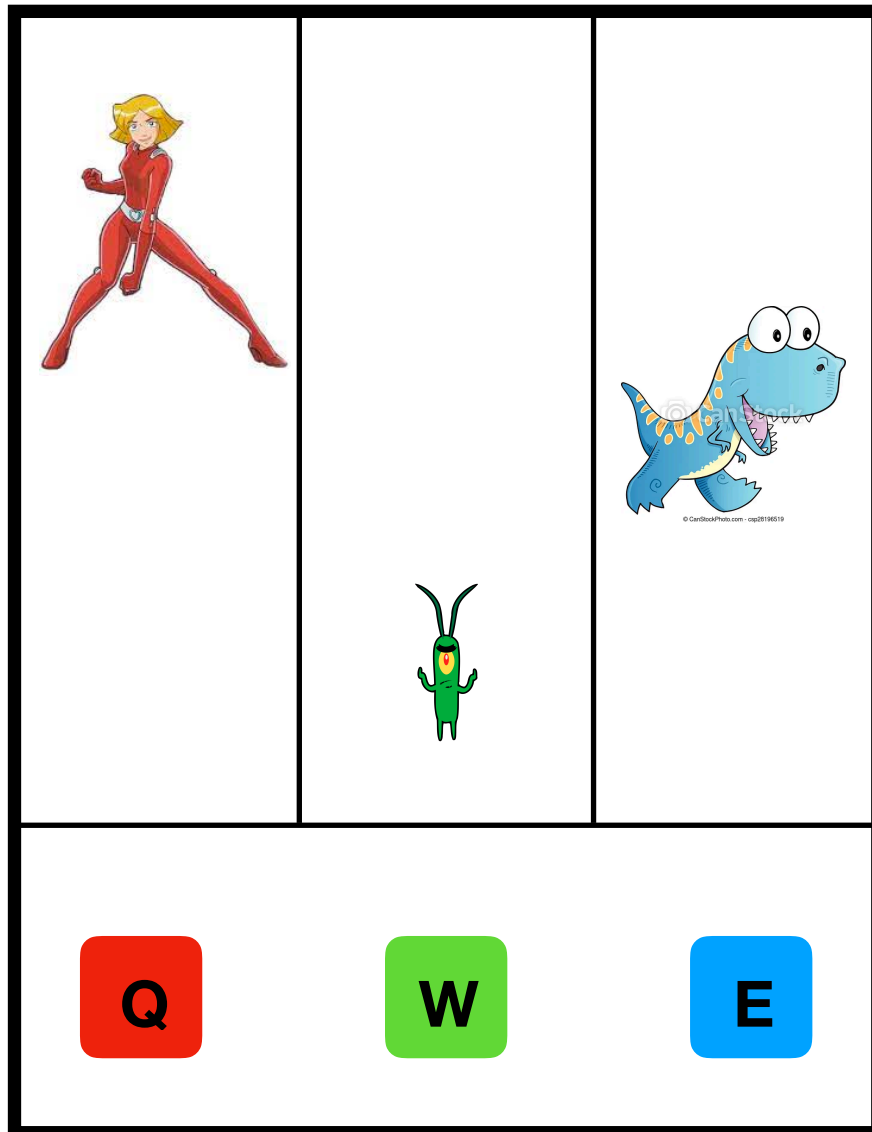
Depending on how fast each player clicks, one new image will randomly appear along the bars.

The game will be set to be 30s long.

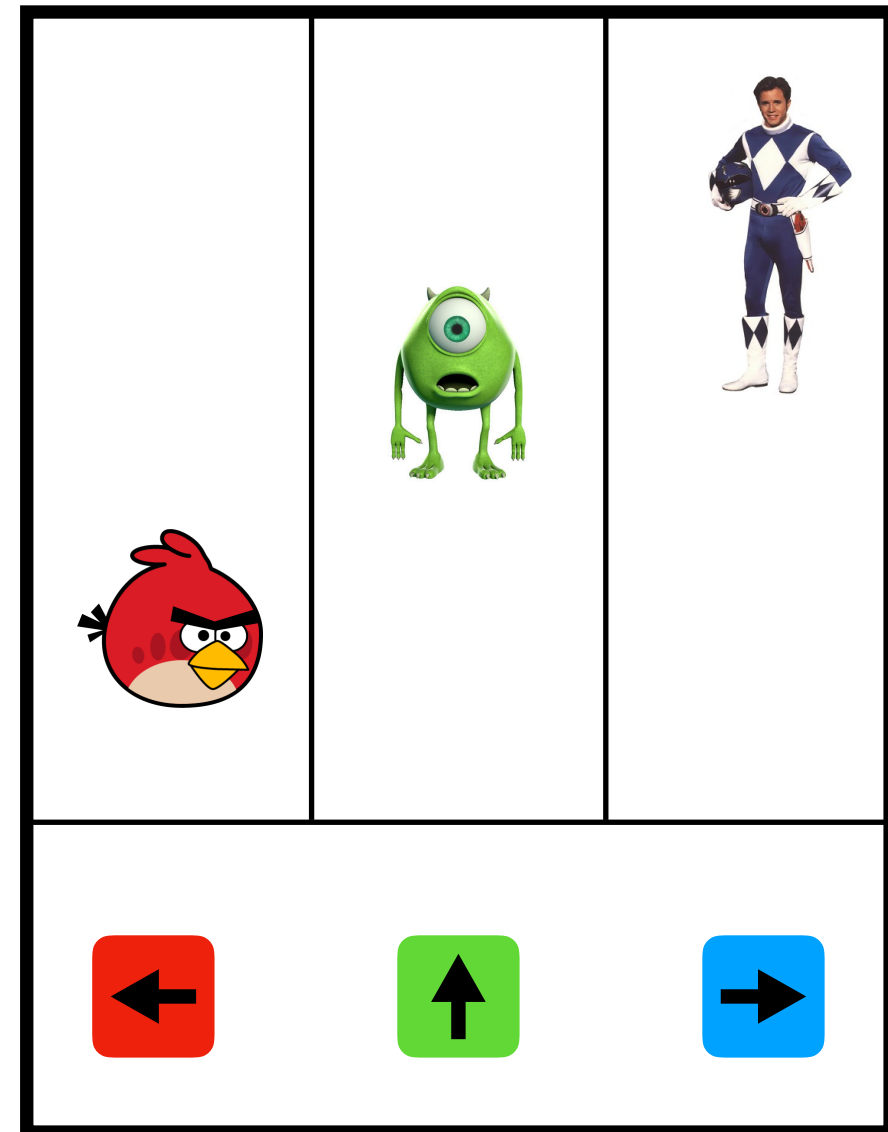
POINTS: <25>!!!

**Timer:
30s**

POINTS: <15>!!!



Ebere



Isaac

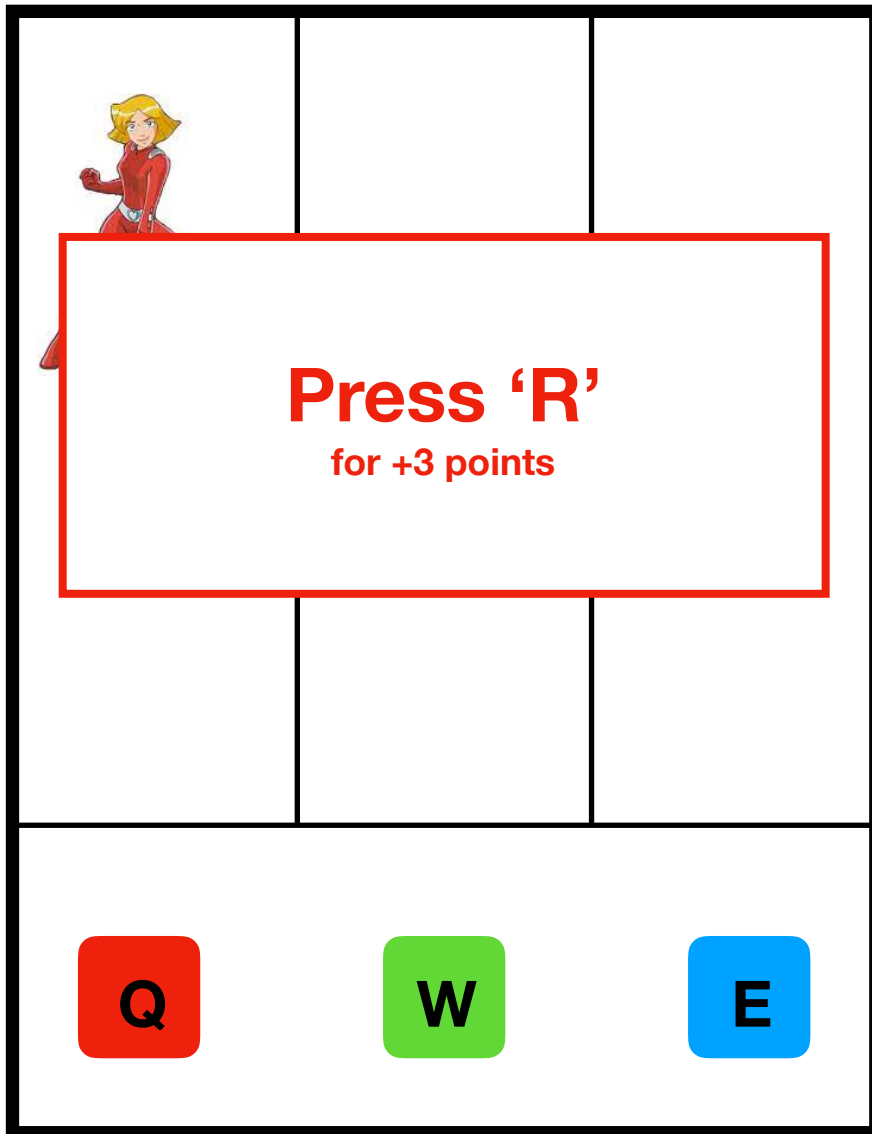
2-player Bishi-Bashi game.

**Depending on how fast each player clicks, one new image will randomly appear along the bars.
The game will be set to be 30s long.**

POINTS: <25>!!!

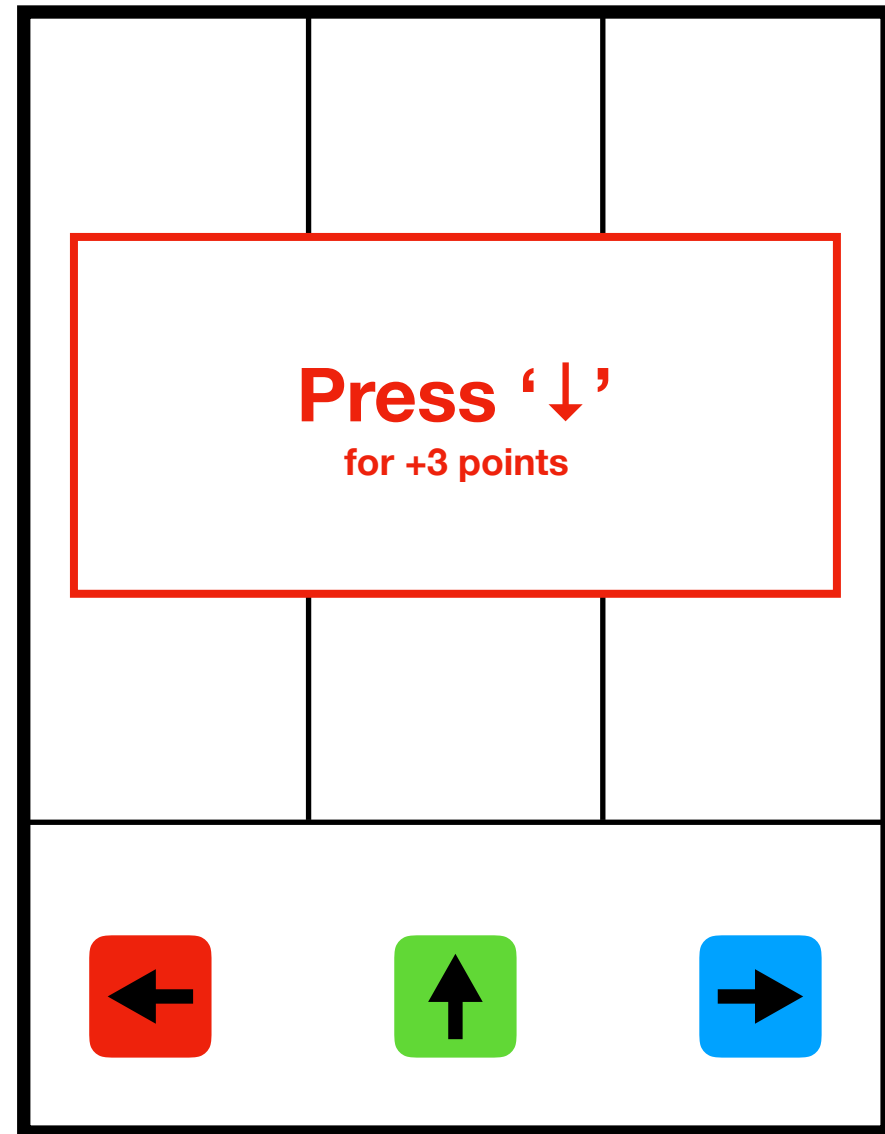
Timer:
0s

POINTS: <15>!!!



The interface for Ebere's game consists of a 3x3 grid. A character with blonde hair and a red suit is positioned in the top-left cell. A large red-bordered box in the center of the grid contains the text "Press 'R'" and "for +3 points". Below the grid is a row of three buttons: a red button with the letter 'Q', a green button with the letter 'W', and a blue button with the letter 'E'.

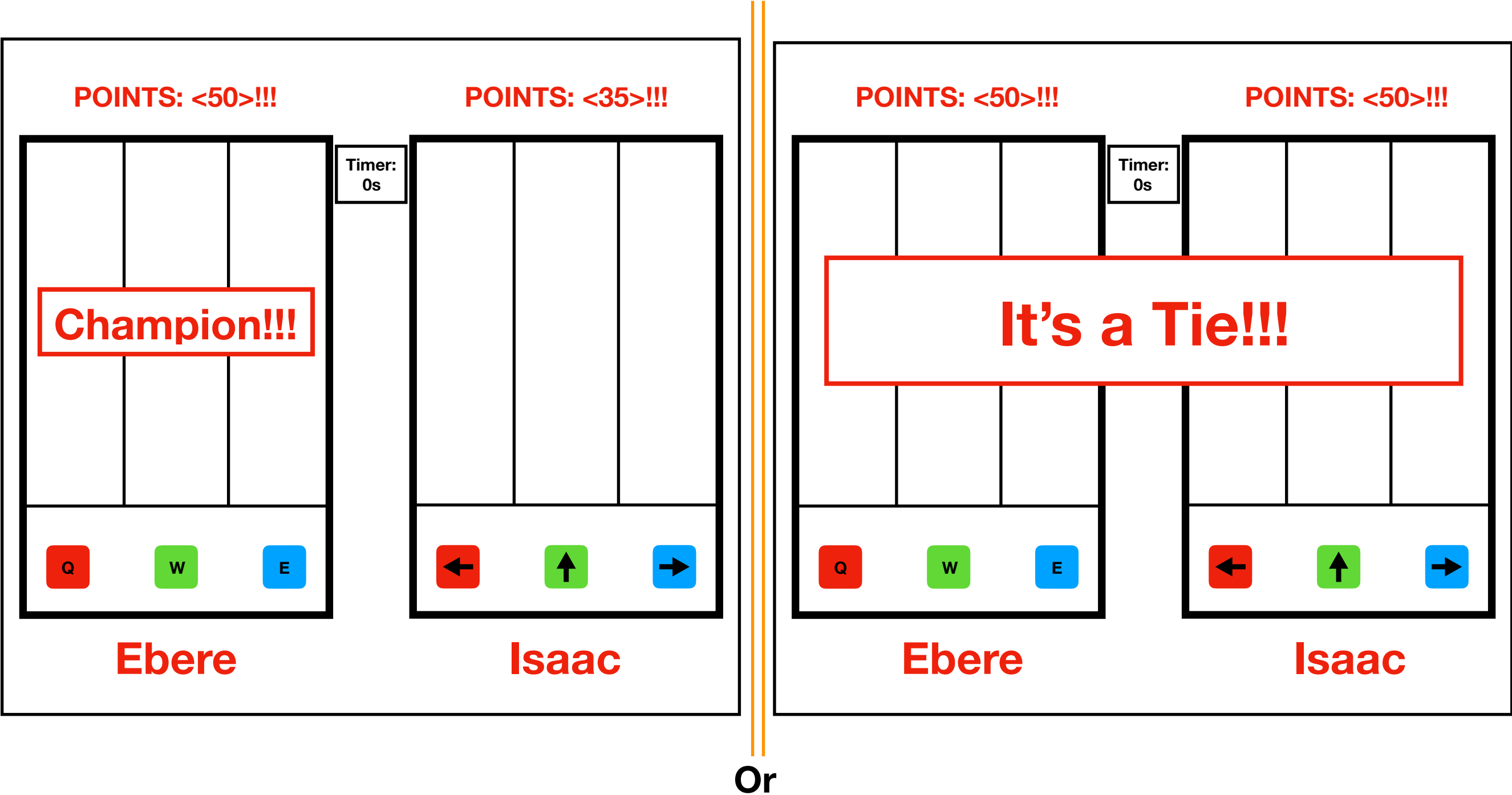
Ebere



The interface for Isaac's game consists of a 3x3 grid. A large red-bordered box in the center of the grid contains the text "Press '↓'" and "for +3 points". Below the grid is a row of three buttons: a red button with a left-pointing arrow, a green button with an up-pointing arrow, and a blue button with a right-pointing arrow.


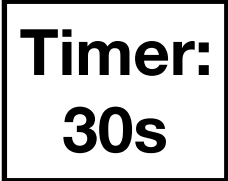
Isaac

Each successful match = 1 point (Q/← = red, W/↑ = green, E/→ = blue).
At the end of 30s, first to click on 'R' or '↓' wins = +3 points.
Player with most points wins.



Player with most points wins.
Equal points = draw.

MVP?

- New screen: clicking on  changes to 
- Starts the countdown timer.
- After timer starts, one image appears on the left. One image appears on the right.
- If clicked button Q === image class (red1) , randomly generate another image.

For Future Consideration

- Get player names as input on first screen
- Displayer player names below their 'console'
- Add rules page
- Throw in random encouragement upon button matches
 - AWESOME!!! / FANTASTIC!! etc
- Add music
- Beautify with CSS

POINTS: <25>!!!

Timer:
0s

POINTS: <15>!!!

Press 'R'

Press '↓'

Q

W

E



Ebere

Isaac