Project 1 – Build a game

Questions:

* How to start a README.md file (doing touch README.md?)
* Do I start the project on my VSCode on my computer? and then how do I add to my github to start committing every other day?

Project proposal:

* Wire frames: done

User Stories:

MVP Goals:

* As a player, I want to get as many answers correct as I can so that I can win the trivia game.
* As a player, I want to see a question displayed on the top of the screen
* As a player, I want to have different answers displayed on screen so that I can choose the one I think it’s correct.
* As a player, I want to see what number question I am on out of how many questions, so that I know how far I am in the game.
* As a player, I want to see my score so that I can tell how well I am doing in this game.
* As a player, I want to know if I got an answer right or wrong, so that I can learn from my mistakes.

Stretch Goals:

* As a player, I want each option of answers displayed with the colors of each Hogwarts house, so that I can have a full Harry Potter experience
* As a player, I want to hear sounds effects after getting an answer correct or incorrect.
* As a player, I want to hear Hedwig’s Theme playing in the background of the game.
* As a player, I want to see the instructions of the game, so that I know how to play the game.
* As a player, I want to have up to 3 hints in the whole game, so that I can have a higher chance to win.
* As a player, with disability, I want to hear the questions and answers out loud as I hover over them with the mouse, so that I can play the game.

PSEUDO CODE:

HTML:

* Use Google fonts to find a font
* Boilerplate containing:
  + Title
  + Score
  + Container for the question
  + 3 or 4 buttons for answers
  + 2 buttons: one to check the answer and one to go to next question
* Add classes and IDs for the different divs

CSS:

* Add the different classes and IDs to start
* Style using flex box (might be the better idea, also try grid)
* Add hover option to change colors as you hover each option

JS:

* Access HTML elements via DOM
* Import Questions and Answers in an array of objects
* Main functions:
  + Start Game
  + Go to next question
  + Select answer

Ideas for later:

* + Add harry potter related messages for when they get it right or wrong

LINKS:

* Help with pseudo code

<https://www.codingninjas.com/blog/2021/08/02/how-to-create-a-quiz-app-using-javascript/>

<https://www.geeksforgeeks.org/how-to-create-a-simple-javascript-quiz/>

* Videos
  + Look at ideas for the hide button
  + How to shuffle the questions (16:47)

<https://www.youtube.com/watch?v=riDzcEQbX6k>