

about to rework gameflow, might branch

[Browse files](#)

master

kkrog committed 38 minutes ago1 parent 54e1ce2 commit 890a34b23dcc373a3c24a54fddf94bdbe8b26178

Showing 4 changed files with 23 additions and 10 deletions.

Unified

Split

▼ 10 README.md

43	43	-----
44	44	Game Design Notes:
45	45	The GUESSATRONIC robot is on your screen, threatening a randomly displayed imaginary creature. The only way to save the creature is to guess the word and defeat Guessatron. A correct letter stops the robot from moving, but an incorrect guess moves it closer. If it captures the creature, the game ends.
	46	+
46	47	Easy Level: all words 4 letters or less, no timer, wrong guesses same as twice letters in word;
	48	+
47	49	Medium Level: words up to 6 letters, no timer, wrong guesses same as letters in word;
	50	+
48	51	Hard Level: words 4 to 6 letters, 1 minute timer; wrong guesses 3/4 of word length;
	52	+
49	53	Extreme Level: words 6-8 letters, 30 second timer; wrong guesses half of word length
50	54	
51	55	Music and sound effects obtained from https://www.zapsplat.com .
	56	+
52	57	Certain sound effects edited using NCH MixPad.
53		- All illustrations original work of Ren Krog.
	58	+
	59	+ All illustrations original work of Ren Krog.
	60	+
	61	+ <i>*Tried a method of playthrough where all guesses equal to 2x word length - actually pretty hard, so reverting to original strategy.</i>

▼ 17 easyGame.js

28	28	//wc is wrong guess count
29	29	let wc=0;
30	30	//mp is max plays
31		- let mp=2*swL;
	31	+ let mp=3*swL;
32	32	//gc is good guess count
33	33	let gc=0;
34	34	//ga is good array
39	39	let baro=document.getElementById('barometer');
40	40	let pauvre=document.getElementById('saveWrap');

```

41 41
42 42 - //Bug Note - If finish word correctly after reaching Warning stage, no WIN...BUT not always!
42 42 + //Bug Note - If finish word correctly after reaching Warning stage, no WIN...BUT not always!
43 43 let guess=>{
44 44 let gl=gb.value;
45 45 + //regexp for only alpha characters goes here!
46 46 if((guesses.includes(gl))||(wrongLetters.includes(gl))){
47 47 let bob=document.createElement("div");
48 48 bob.textContent="Letter already used. Please guess a new letter.";
63 64 $('#guessWrap').alert('show');
64 65 } else if(splitWord.includes(gl)){
65 66 gc++;
67 67 + if(((gc+wc)<=mp)&&(JSON.stringify(splitWord)===JSON.stringify(guesses))){
68 68 + gameOver=true;
69 69 + win=true;
70 70 + };
66 71 //audio still breaks if double letter last correct guess
67 72 - if(swl-ga.length>1){
72 72 + if(win===false){
68 73 const ggs=new Audio('./assets/goodGuessSound.mp3');
69 74 ggs.play();
70 75 };
81 86 console.log(ga);
82 87 }
83 88 };
84 89 - if(((gc+wc)<=mp)&&(JSON.stringify(splitWord)===JSON.stringify(guesses))){
85 89 - gameOver=true;
86 89 - win=true;}
87 89 } else {
88 90 //Revisit max plays vs wrong plays & robot movements - not always getting to the creature
89 91 wc++;
90 92 wrongWrap.style.visibility="visible";
91 93 wrongLetters.push(gl);
92 94 let wrong=document.getElementById("wrong");
93 95 wrong.textContent+=gl;
94 96 - //readjust barometer method so that first guesses are better reped. OOH scheisse. need
96 96 + //readjust barometer method so that first guesses are better reped. OOH scheisse. need
95 97 baro.style.backgroundColor=`${wc*(508/mp)}%`;
96 98 if((gc+wc)===mp){
97 99 gameOver=true;
98 100 win=false;
101 101 + //warning sound for last move
99 102 } else if((mp-wc-gc)===1){
100 103 const bgs3=new Audio('./assets/lastMoveSound.mp3');
101 104 bgs3.play();

```

```

20 20
21 21         </div>
22 22     </div>
23 23 -     <div id="levelWrap" class="row d-flex flex-nowrap align-items-center justify-content-
24 23 +     <div id="levelWrap" class="row"> <!--hiding until usable, rest of classes: d-flex fle
25 24         <h4 class="col-4 col-lg-2">Choose level:</h4>
26 25         <div class="btn-toolbar row d-flex flex-nowrap align-items-center justify-content
27 26             <label class="btn col-2 col-xl-1 lb active" name="easy">
28 31             <button id="extreme" class="btn col-2 col-xl-1 lb" type="button" name="extreme
29 32         </div>
30 33     </div>
31 34 -     <!--keep start hidden until level selected,meebe it need be type submit-->
32 34 +     <!--keep start hidden until level selected,mebbe it need be type submit-->
33 35         <div class="controls row">
34 36             <div id="controlWrap" class="col-12 text-center">
35 37                 <button id="start">PLAY GAME!</button>

```

▼ 2 ■■■ style.css 📄

```

70 70         cursor: pointer;
71 71         fill:rgb(216,21,38);
72 72     }
73 73 + /*removing levels until they're functional*/
74 74     #levelWrap{
75 75 +         display: none;
76 76         margin: 0 2rem;
77 77     }
78 78     #levelWrap h4{

```

0 comments on commit 890a34b