

Scoring logic for game

Q2. What rules does the game follow?

To score a point, the player has to click on appearing circles before they disappear. The appearance of each circle is timed to a second and the player has to click on the circle within the timing to score the point. There is only 1 round and points are accumulated throughout the round. The difficulty of the game is consistent throughout the round, meaning the timing of appearance of the circles will not change.

Q5. When does the game end?

The game ends when the song ends. Using an event listener, it is possible to prompt a “time’s up” screen to appear when the song ends. The user will then be directed to the score summary page to see how many points they score in total.

Difficulties encountered (and some resolved):

1. Couldn't get pregame flash screen to work
 - a. Solution: used a separate JS document and tried a few ways to do a timeout. Initially tried to have 4 different paragraphs appear at different timings but playing with the visibility at every 1 second interval but it did not work. What worked was using timeout function and modifying the innerhtml of a paragraph.
2. Did not know how to use event listener to listen to end of audio
 - a. Solution: searched for help on w3schools, experimented with the placement of the audio. It works when I put my audio is in the HTML and instead of in the script
3. Time's up screen doesn't work, player gets immediately directed to scoring screen when music ends, not sure how to solve it yet
4. Pregame flash kept getting skipped and directing users to actual game without a countdown
 - a. Solution: included the redirecting of users using window.location.href into another setTimeout statement so that the redirecting is also timed and not immediate
5. Added “play again” button, for users to try the round again
 - a. might include a song selection page for different game maps if time allows