

MADS4007 PROJECT DESCRIPTION

(35% of overall course grade)

SUBMISSION REQUIREMENTS

1. Compress your project files and any related assets (html,js,css,images and audio files) into a zip file
2. Name your zip file: `mathgame-petersmith-10123456.zip`
Substitute `petersmith` and `10123456` with your student name and id.
3. Upload the zip file to Blackboard by the date specified in the dropbox.

Please note that a submission will not be graded if:

1. The project is missing required files or assets
2. The submission is late
3. The submission contains academic dishonesty.

ACADEMIC INTEGRITY

This assessment must be completed individually.

Providing **any help** to other students is **not permitted**.

Help includes, but is not limited to:

- Exchange of ideas, advice about how to approach the problem
- Sharing website links or reference materials
- Sharing of devices, such as laptops, physical IOS devices, or MacInCloud accounts
- Sharing of credentials to college provided or personal email accounts, Google Drives, Dropbox, Blackboard, or similar

Communication with individuals either in the class, or outside the class, is strictly prohibited.

Any learner suspected of breaking the above rules will not have their submission marked; and, a report will be filed with the College's Academic Integrity department.

To prevent issues of academic integrity, it is imperative that you are vigilant that your code is not duplicated, in part or whole, by another learner. Duplication can mean: identical code; or code that is semantically identical in naming and overall construction. Should the instructors discover academic dishonesty as defined above and per the College Academic Integrity Policies, **a grade of 0** will be assigned to all parties involved.

PROBLEM DESCRIPTION

Notes for the Student: This Assignment is designed to give you practical experience in building Client Side web applications using Vanilla JavaScript.

Background: You will need to have access to a code editor and have a sound understanding of HTML5, CSS3, Vanilla JavaScript and a thorough understanding of Event Driven programming and DOM manipulation.

You have been asked to develop an educational **Alien Invasion math game** in the form of a web application. The intent of this game is to test players mathematical acuity on basic arithmetic, specifically addition.

A well-designed responsive web interface, similar to the ones presented below must be developed to allow the player to play the game. Please note, this game must look and function well on desktop web browsers, **specifically Google Chrome**.

Rules:

- When the player launches the game, he/she, via buttons, should be allowed to start the game and view the rules of the game. Also, at start up, via some sort of audio icon, the game should give the player the ability to turn off or turn on audio for the game.
- The player should then be allowed to enter their name and then select a difficulty level, i.e, easy or hard.

Figure 1.1

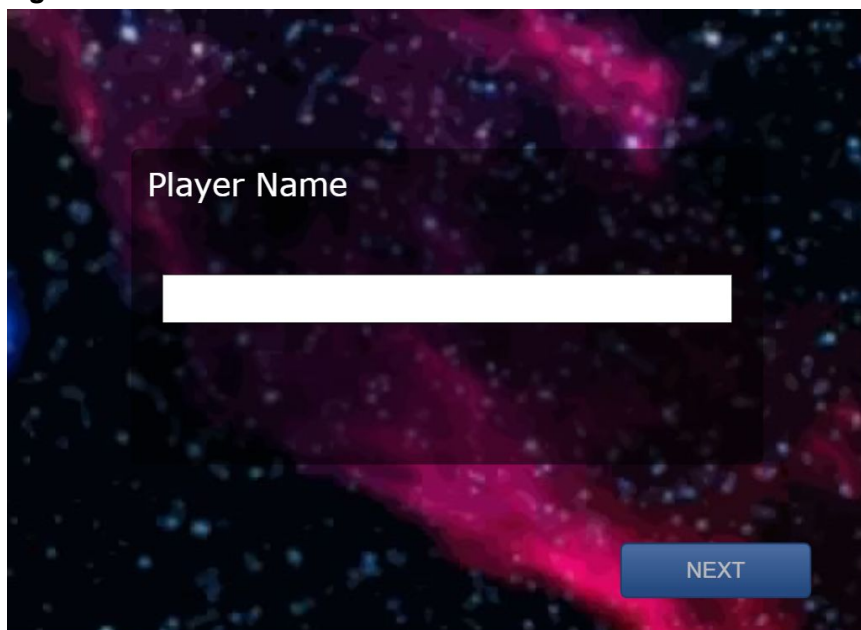


Figure 1.2



- When the game commences, it should mirror Figure 1.3 - Figure 1.5, invading spaceships with math problems moving (slowly or fast, this depends on the difficulty level) down from the top of the screen toward a laser cannon on a platform at the bottom. Answers are placed "on" the cannon to "destroy" the invader with the correct answer. **Note, each spaceship MUST move at slightly different speeds.**

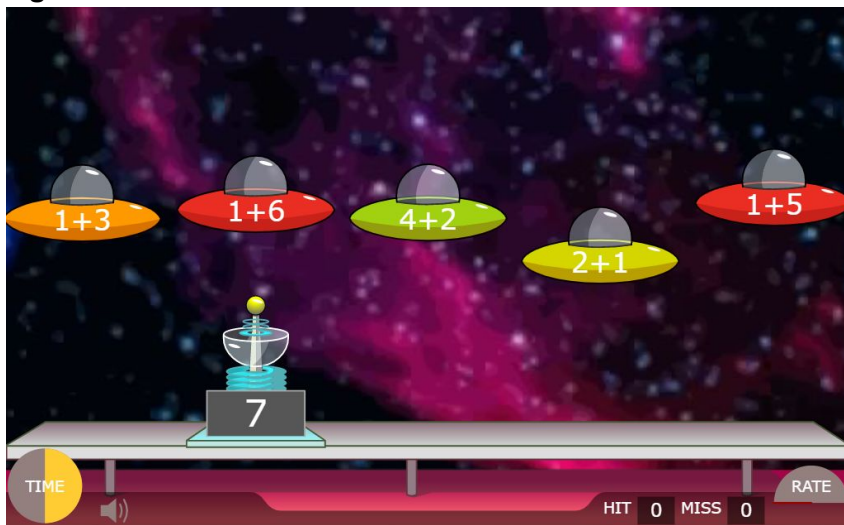
Figure 1.3



Figure 1.4



Figure 1.5



- The aim of the game is to use the cannon to “shoot down” or destroy as many invading spaceships with correct answers, during a particular time frame. This must be done without any of the invading spaceships touching the cannon and/or the plank the cannon is on.
- You must use the left and the right arrow key to move the cannon. Once the cannon is moved or positioned underneath a spaceship then you must use the spacebar key to fire at the spaceship.

- Every time the cannon destroys a correct answer invading spaceship, all the spaceship goes back to the top, new math problems are generated on all spaceships and a new answer is placed on the cannon.
- If the cannon shoots at an incorrect answer invading spaceship, new math problems are generated on all spaceships and a new answer is placed on the cannon. However, the spaceships continue to proceed to touch the cannon and/or plank as at their current position. Under this circumstance, the spaceships do not go back to the top as compared to destroying a correct answer spaceship.
- Please note, at all times, 5 invading spaceships must be present and at any given time, there must only be one correct answer invading spaceship that corresponds to the answer on the cannon.
- Your number of “hits” is increased every time an invading spaceship with the correct answer is destroyed . Whereas, every time an invading spaceship with an incorrect answer is destroyed it will be recorded as a “miss”.
- **The player will automatically lose the game if the cannon or plank is touched by an invading spaceship.**
- Ensure that you have a save button on the game screen. When the user hits the save button, your game must save all the user's data, i.e, player's name, difficulty level current level, current question and its corresponding spaceship choices, number of hits, number misses, and current time Remaining. If a user decides

Addition Rules

As mentioned earlier, the intention of this game is to test the player’s ability to add basic numbers within 90 seconds.

For each math problem/“Invading spaceship”, two random numbers must be generated. The first random generated number must be between 1 to 25 and the second random generated number must be between 1 to 9. The correct answer, which will be written on the cannon, must also be randomly generated.

Once the cannon is not touched and when the 90 seconds is up, the player will win the game and the player will be presented with a report detailing the following information :

1. Player’s name.
2. Difficulty Level
3. The number of hits the player got for each level. The hits are the questions that the player answered correctly.
4. The number of misses the player had for each level. The misses are the number of questions that the player answered incorrectly.

THE END