

H08 Assignment:

This assignment just brings it all together and let's you have fun with the **design** part!

Make a game that is a “race against time” where the player has to do something (for example click a moving bird) as many times as possible in a fixed amount of time (eg 30 seconds).

At the end of the game, display the score in a prompt or alert pop-up box.

Include the following features

- Create a nice visual background for the game.
- Design things in such a way that the game is neither too hard nor too easy.
- Before the game, have a prompt box pop up that has some instructions for the players, and gives them some way to set the level of difficulty for the game. Then scale the difficulty of the game accordingly (This could be done in any number of ways – for example, setting rate things move – but there are many other possibilities!)
- Sonify your game with sound effects and background music.
- Be creative in designing your game play and artwork for the game! (eg use images instead of circles)

Idea: Feel free to base your game on your “flying balls” code from the previous homework, or anything else we have done in videos, tutorials, or homeworks.

Hint: Check to make sure things are working properly *at every step* in your development with console messages, etc.

Hint: Comment your code thoroughly so that you and others will know what each part of the code does and how you were thinking.

Make your own game, but feel free to work closely with a partner.

Due before next week's tutorial (do not submit it, just bring it with you to share).