Assignment Checklist

Unit03-High/Low Guessing Game (10 pts)

Please create a guessing game where the user tries to guess a randon mumber between 1 and 15. The computer randomally chooses a number and the user makes a guess. After each guess they are told if they are too high, too low or they win. The game continues to allow guesses until the correct number is chosen. At the end of the game they are awarded a blue, red or yellow ribbon depending on the number of guesses it took them.

Header 1

Build a header with an image and h1 and h2.
- ☐ Header should load a background image
- ☐ Assignment name (h1)
- ☐ Assignment slogan (h2)

Main 1

- ☐ Use an h1 for the page title
- ☐ Use an unordered list to specify the skills you demonstrated

Generate a random integer 2

You will need to have the computer pick a random integer between 1 and 15. Zero is NOT allowed.
- ☐ Pick a random integer

Function 2

Setup a function with three if statements that checks the guessed number.
- ☐ Respond with "Your Guess was Too Low"
- ☐ Respond with "Your Guess was Too High"
- ☐ Respond with "You are Correct"
- ☐ If the number was out of range, remind them to pick between 1 and 15

Provide Feedback 3

At the end of the game use a case statement and an alert to award various ribbons.
- ☐ Blue ribbon for 1-3 guesses.
- ☐ Red ribbon for 4-6 guesses.
- ☐ Yellow ribbon for 7 or above guesses.
- ☐ Report the number of tries as part of the ribbon awarding.

Footer 1

- ☐ Configure an HTML footer with your name

Grade

In order to receive a grade for this assignment you must earn 90% of the points listed above.

☐ Pass
☐ Fail