

Introduction to JavaScript

Day 04

Steps to Building a JS Game

- Plan
- Plan
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- Coding is the final step when building an application or game.

Steps to Building a JS Game

- Step 1
 - Determine program parameters
- Step 2
 - Wireframe the game views
 - Optionally create a full colour mockup
- Step 3
 - Create a program flowchart
- Step 4
 - Write the HTML / CSS / JS

Number Guessing Game

- Program Parameters
 - Generate a random number between 1 and 100
 - User enters a guess
 - Validate users guess
 - Provide feedback to users regarding proximity of guess to the random number
 - Output Game over message when user correctly guesses the random number
 - Output message differs depending on number of guesses required to guess the random number

Number Guessing Game Wireframe

Number Guessing Game

Guess a number between 1 and 100...

Enter Guess:

Submit Guess

Game Messages:

You guessed too high...try a lower number

Programming Flowchart Symbols



Generic Step



Program Start or End



Event



Input / Output



Decision

Number Guessing Game Program Flow

