

# INTERACTIVE DEVELOPMENT

Assignment: **A06 "Number Guessing Guide"**

Date Assigned: Friday, 10/15/21

Course: GRDS 3243 Interactive Development

Instructors: Maxx Crawford / Bryan Alexis

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## ASSIGNMENT:

Follow along in the "A First Splash into JavaScript" MDN guide and build the number guessing game as outlined. After it is completed, please style the game to be:

- Mobile response
- Styled unique to you (Color, typeface, overall element designs)

See the guide here: <https://maxx.link/number-guessing-game>

## OBJECTIVE:

Walk through additional JavaScript functionality, all while still using your design skills to make it look good through CSS.

## DELIVERABLES:

A link to a GitHub pages URL, serving your HTML file and CSS file

## TECHNICAL REQUIREMENTS:

- Create a new repo, named "Number Guessing Game", using this repo as a template: <https://github.com/maxxcrawford/number-guessing-game>
- No in-line CSS or JavaScript allowed
- Use media queries and the viewport meta tag to modify the design for mobile devices. Remember to use a *mobile-first* approach.

## SUBMISSION INSTRUCTIONS:

Please send a GitHub Pages URL (*github.io*) to your project to Maxx Crawford via Slack DM.

## TIMELINE/DUE DATE:

Check-in: Wednesday, Oct 20, 5:00 PM

Final: Friday, Oct 22 – 9:00 AM CDT

***Late submissions will be deducted -10% of the overall grade for each day the assignment is late unless arrangements are made with Maxx or Bryan.***