

Let's make a game

HTML, CSS, JavaScript, jQuery

demo

Game rules

- Every DURATION milliseconds:
 - check to see if there is a cookie
 - if no cookie:
 - place a cookie in random place
 - else:
 - lose a life, remove cookie
 - if no more lives:
 - end game, reset variables
 - else:
 - place new cookie

Game features

- play button: if !isPlaying, then start executing check function every DURATION
- pause button: if isPlaying, then stop executing check function
- new game button: reset all game variables, pause

What is a cookie (in code)?

- A cookie is a cell with:
 - id “cookie”
 - event handler for click:
 - if click on cookie:
 - if isPlaying:
 - remove cookie id
 - remove event handlers on that cell
 - get points

TODOs in index.js

1. understand the code given to you
2. write code for each TODO

(or if you are feeling very adventurous, write all of your own index.js code)

Extra possibilities

- Make “.win”, “.lose” spans fade in and out when a cookie is clicked
- Modify the game to have differently sized cookies and different corresponding COOKIE_VALUE
- Allow user to change “game difficulty” by having a duration slider (<http://jqueryui.com/slider/>), which modifies DURATION (and therefore, COOKIE_VALUE)
- Anything you want