Getting Ready for Your Web and JS Project

**Generate Ideas**

What do you plan on doing for your project?

* My project is a JavaScript game based on the popular rock, paper, and scissors. The difference with my concept is, it is based on the actor/wrestler nicknamed: Dwayne “The Rock” Johnson, hence calling it ‘The Rock, Paper & Scissors.

**Gather Assets**

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| --- | --- | --- | --- |
| Asset Name | Description | Webpage | Notes |
| The-rock.png | An image of The Rock’s head, depicting as Rock in the game. | home.html  middle of the page with the other emoji’s. | To be used as a button, the user will click on it selecting as ‘rock’. |
| Ring-arena.jpg | This is the background image for the site. | Background image. | This image gives an impression the user is in a ring ready for a fight, in this case a game of The Rock, paper and scissors. |
| Paper.png  Scissors.png | Hand & peace emoji, to be used as paper and scissors | middle of the page with the other emoji’s. | To be used as a button, the user will click on it selecting as ‘paper’ or ‘scissors’. |
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**Create Wireframe**

{Get the structure of your page designed before doing any coding.

* Think about semantic and non-semantic tags to use.
* Decide what type of layout you want to use: floating, flex, grid.
* Identify ID and classes of elements.}
* For my wireframe it’s a simplistic look, a background image and three centred images, which will act as a button for the users to interact with and player and computer scores texts displayed.
* Most of my content like the images and texts will be centred in the middle of the page and flexed display, with colours and sizes added on CSS.

**Decide on Colours**

{Choose styles that are appropriate for the site you are creating.

Too much colour can be overpowering, too little and a site feels dull.

One rule of colour theory is to use three colours, two dominant and one minor.}

* Not much colour needed as the background image is enough, however for displayed text of player score’s is brighter colour i.e., white or aqua blue so it can be seen as the BG image is quite dark.

**Font Choices**

{Cursive style fonts and those with decorations may look stylish and unique but not everyone can read serif fonts easily.

Sans serif fonts enable accessibility to those with reading needs.}

* Default or imported from Google fonts.

**Scripts**

{You should aim to break down your program into small manageable components.

Some programmers find writing a short narrative of the user’s interactions helps understand how the program will work.

As you think through the narrative you will find you identify events that can happen such as click, timers, or potential inputs.

You many notice that certain things happen often such as the response to a user input.

This will help identify functions of code, and where selection and looping happen.}

* The narrative of the game is, the user will select between the three options:
* 1. The Rock, 2. Paper, 3. Scissors.
* The aim of the game is to beat the computer’s random choice.
* Example: Rock wins against scissors; paper wins against rock; and scissors wins against paper.
* On my script I will use the variable ‘buttons’ and add event listener for each button, which will respond to a click function.
* IF is be used to determine whether the player or computer wins.
* MATH floor & random used to display the scoreboard results as a whole number i.e. 0,1,2.