**QuizLord Game Project**

**Introduction:** this is a simple game called QuizLord, with a basic story about the villain who is trying to conquer your country and you have to stop him. Some background story: my cousin recently told me “It would be nice to have a game, in which we could unstoppably kill Putin”, she texted me this in Instagram, because she knew that I work in gaming and want to make my own game in future. I immediately thought about [Beat the boss] game from Game Hive Corporation, I think it would be great to make a similar game, where you can beat Putin as many times as you want. ( Apologies, but I`m from Ukraine and can`t help it). So now with my amount of web development knowledge accumulated during this whole semester, I`ve created a very basic quiz game that allows you to eliminate a villain part by part if you answer each question correctly.

**Website layout:**

Diagram

Description automatically generated

Basic CSS used like: {box-sizing: border-box} to make page layout look more like a book pages and {display: flex} with a {flex-flow: row wrap} for convenience of elements distribution along the section container etc, and and {flex-flow: wrap-reverse} for a “villain tweak” on responsive design(I wanted villain to show up first in the quiz if they zoom in).

**Website organization:**

Website has 3 pages:

Page 1 is a simple introduction with a CTA that takes you to Page 2.

Page 2 is a form that requires user to input his information – first name, last name, gender, and age. While all the info here is collected for simple statistics purposes, the age is probably the most important validation point here as we don’t want kids to play a violent game I`m being conservative and ask them to be at least 16 years old to start the game.

Page 3: here`s the game, you are supposed to answer 3 MCQs about Java, for each correct answer you can chose which part of the villain to eliminate - the image of the villain will be updated accordingly. Each image has 3 map areas – head, legs and arms. I personally photoshoped out the parts from the original image to create variations of different images. You would only get to remove the body part for the second time if you answer the first question correctly and same for the second one, otherwise you will only remove one body part and would be given an option to try again. If you make more than 1 mistake – you lose and there`s no more tries for you, while the villain picture would start laughing and moving around using CSS code animation:

A picture containing graphical user interface

Description automatically generated

**Content declaration:**

1. Villain img: [link](https://opensea.io/assets/ethereum/0x495f947276749ce646f68ac8c248420045cb7b5e/2014230649567658044506067037333766690093283299748153887691166058188736823297). (figcaption added to the page) P.S. I know it`s a pic of Picasso, but somehow it did fit the game content in this case.
2. Original Source of Java questions: <https://www.interviewbit.com/java-mcq/>
3. Colors as suggested in Assignment 1 earlier picked at: mycolor.space
4. Audio - recorded my friend`s voice myself.
5. Video – recorded by myself.

**The highlight (bragging) part:** I am quite proud about the code logic for the entire game and particularly body parts removal logic written in Javascript – it works smoothly, clicklisteners of map areas are activated on time. It took me some time to PS pictures and extract specific areas coordinates.

**Link to the GitHub:**

**References:**

1. Animation part in CSS – learnt from a friend, so acknowledgements to Pavel Schurov.
2. Found out how to add and play audio via JS: [link.](https://noaheakin.medium.com/adding-sound-to-your-js-web-app-f6a0ca728984#:~:text=The%20simplest%20way%20to%20add,starts%20playing%20the%20current%20audio.)
3. Learn .src += "?autoplay=1" at: <https://stackoverflow.com/questions/13619074/play-iframe-video-on-click-a-link-javascript>
4. Checked <https://www.w3schools.com/> hundreds of times for so many things.
5. Something else to be proud about, I found a Photoshop script by someone named JJMack here: <https://community.adobe.com/t5/photoshop-ecosystem-discussions/how-to-display-vertex-coordinates-of-polygonal-lasso-tool/td-p/10373450> that helped me to get exact coordinates of each body part of the image. Just to clarify, I have never even known that PS has scripts section.

Graphical user interface, text, application, email

Description automatically generated

This guy is definitely a legend and sadly I found out:

Graphical user interface, text, application, chat or text message

Description automatically generated

Huge thanks and Acknowledgements to JMack!

I know that we are not allowed to use external code, but for this specific purpose I had to use it). This is an alternative to https://www.image-map.net/.

Also I found out that I couldn`t set the map on the image unless its size is fully defined, which would make is difficult with the responsive design for it. That`s why next time I would use this JQuery or sth: <https://github.com/stowball/jQuery-rwdImageMaps>, same for highlighting area suing CSS – impossible without JQuery plugins, so next time.

**To sum up**, I know that those are just baby steps on my way to create a proper game, but I`m very excited about the path I`m taking.

P.S. You may be seeing this huge amount of errors incoming from Youtube video ads requested automatically because Youtube video is added. I have tried to add an offline video and it worked just fine, but I still prefer to keep the Youtube video as I ask player to follow my Youtube channel, when he wins.



The error is caused by my Chrome browser`s ad block, so if you have ad block activated make sure you disable it.