Student activity
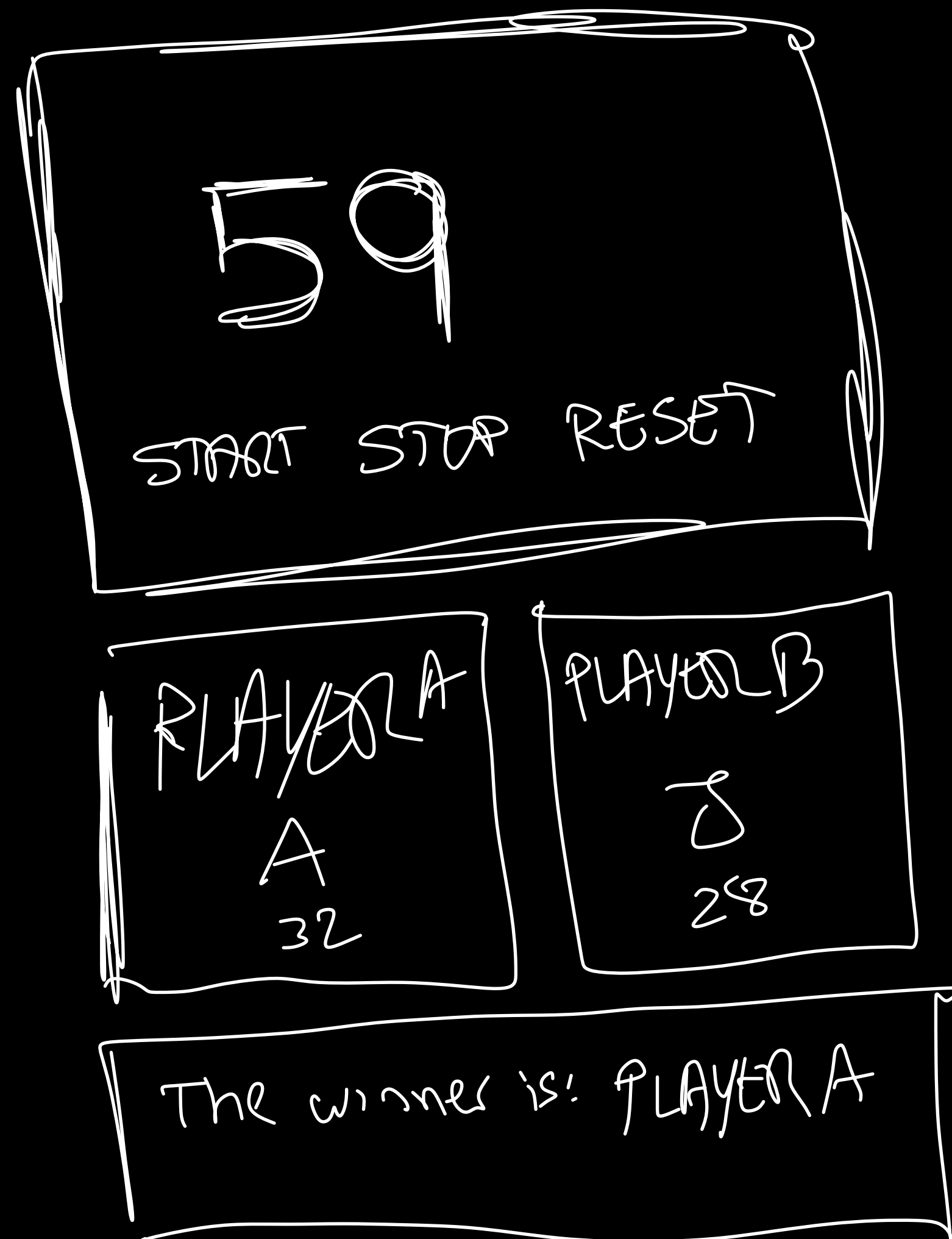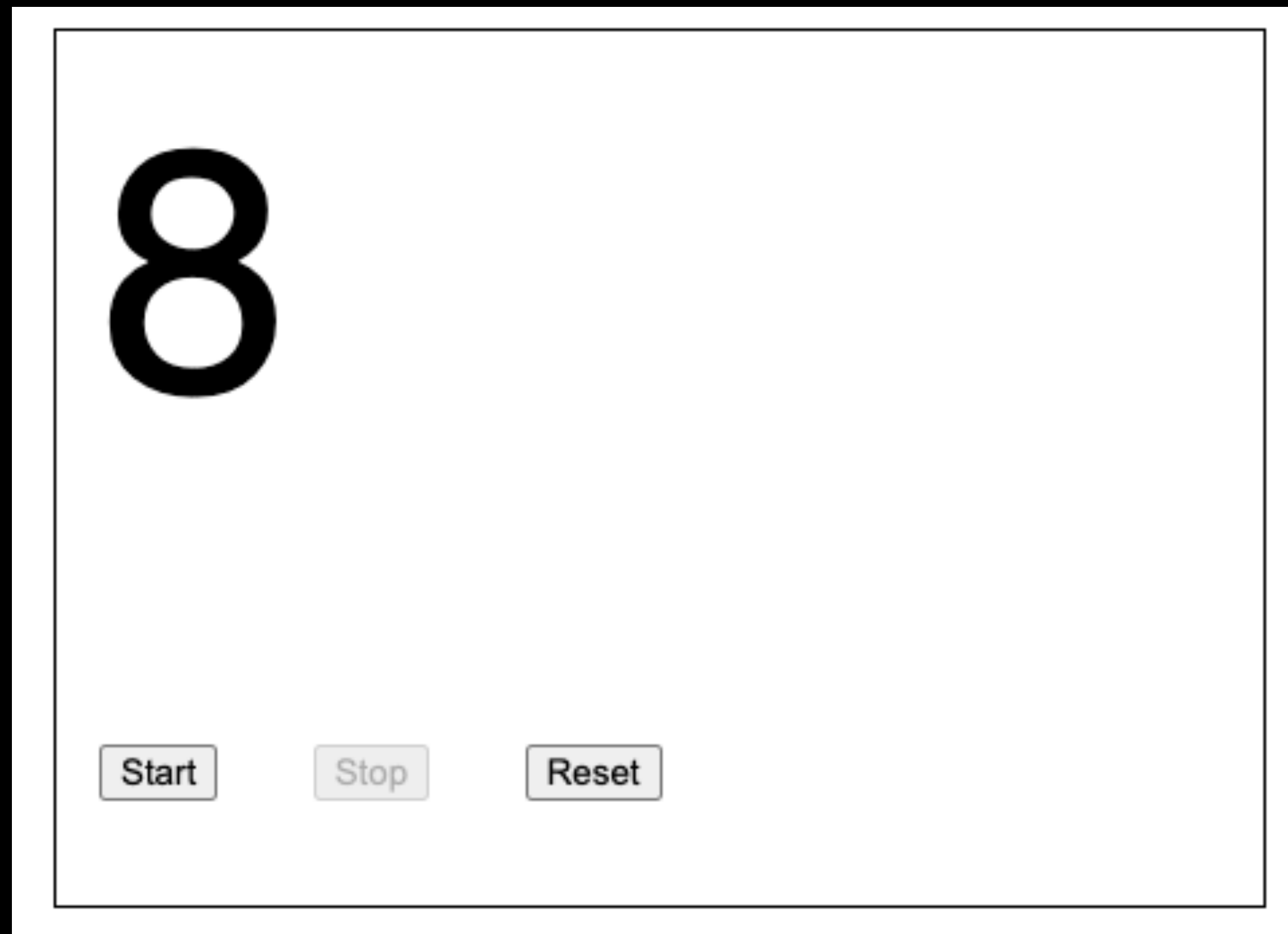

- Web components game
  - Component one: <countdown-timer>
  - Component two: <game-with-player>
  - Component three: <results-players>

Student activity

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Start   Stop   Reset

- <countdown-timer seconds="60">
  - seconds indicate the time the game will last
- Functionality
  - Start countdown from "seconds" to "0"
- Controls
  - start, stop, reset
- Events
  - startgame, stopgame, resetgame, finishgame
  - Payload: seconds and secondsLeft (others?)

Student activity


- <game-with-player player="Player a" letter="a">
  - Player indicates the name of the player
  - letter indicates the keyboard key the player must stroke
- Functionality
  - To count the keystrokes of the "letter" while the countdown-timer is counting
- Controls
  - Show the letter the player must type
  - Show the number keystrokes
  - Change styles when countdown-timer is on/off
- Events
  - finalscoreready
  - payload: player, letter, total keystrokes
- Tip: check keyup event

Student activity
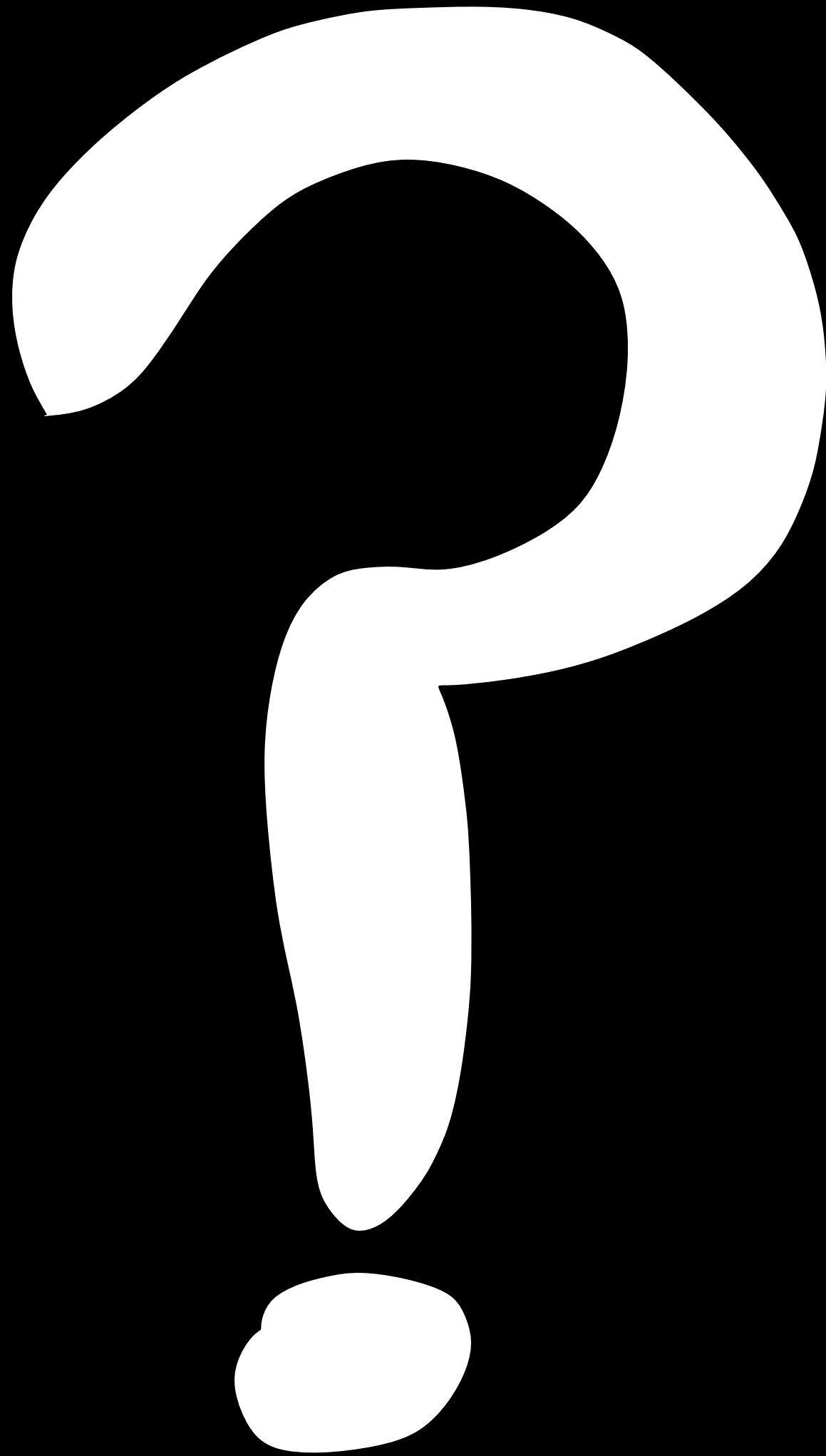
- \<results-players\>
  - Decide how the results player will receive the players and the winner
- Functionality
  - When the game has finished, the winner and the final score must be show here
  - (optional) show the losers
- Controls
  - no controls. The element reacts to the status of the game and shows/hides information
- Events
  - no events