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# FIZZBUZZ

## How to play:

- 1. Generate a pair of numbers: Fizz and Buzz
- -> each one is between 2 and 9
- -> they must not be the same
- 2. Generate a set of 10 Target Numbers
- -> any number between 10 and 100
- 3. Game rules:
  - if the Target Number is divisible by Fizz, then tap 'Fizz',
  - · if it is divisible by Buzz, tap Buzz.
  - If it is divisible by both Fizz and Buzz, tap FizzBuzz!
  - If it's not divisible by either Fizz or Buzz, tap 'No!'

Example: Fizz = 3, Buzz = 5

Target number = 6 -> tap Fizz

Target number = 10 -> tap Buzz

Target number = 13 -> tap No!

Target number = 15 -> tap FizzBuzz

For every question you get right, you get 1 point except for a FizzBuzz, when you get 2 points.

If it is a FizzBuzz number but you only tap Fizz or Buzz, - no points!



# FIZZBUZZ

## WELCOME TO FIZZBUZZ!

Tap 'Ready your numbers': Fizz = \_\_\_\_ Buzz =

Tap 'Level' -> Easy / Medium / Hard

Tap your target: FizzBuzz Generator

Click Play to start sequence

Target number \_\_\_\_\_

Fizz Tap

Buzz Tap

No! Tap

FizzBuzz Tap

Score: \_\_\_\_\_ / 10

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JS code per section

Ready your numbers: Fizz = \_\_\_\_\_ Buzz = \_\_\_\_

- > Fizz: needs a random number generator 2 9
- > Buzz: needs a random number generator 2 9
- -> Buzz needs a condition that its number must not be the same as Fizz
- -> Whole numbers should be displayed

### Tap your target: FizzBuzz Generator

- > Generate a random whole number from 10 100
- -> Code correction solution here:

If target is only divisible by Fizz: Fizz is correct

If target is only divisible by Buzz: Buzz is correct

If target cannot be divided by Fizz or Buzz: No! is correct

If target can be divided by both Fizz and Buzz: FizzBuzz is correct

-> A new number is generated after the player has tapped an answer

#### Answer section

Tap on answer box = player has chosen that answer

If chosen answer matches correct solution: score + 1 point

Except if answer is FizzBuzz: + 2 points

If wrong answer: 0 pts

## Display:

Correct answer in green

If entered answer is wrong: highlight in red

Display solution for 1-2 seconds

OR until player clicks 'next'

Next - generates a new Target Number when game is live

Score: keep score at bottom of page

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Function per button explanation

Ready your numbers: Fizz = \_\_\_\_\_ Buzz = \_\_\_\_

- -> Click 'Ready' to generate a pair of random numbers.
- -> Each one should range from 2 to 9
- -> Needs a condition that they cannot be the same
- > By clicking 'Ready' the player either starts the game or restarts a game with a new set of numbers
- > This will also reset the score the Zero

Tap your target: FizzBuzz Generator

- -> Either: this generates a series of numbers until the player stops
- -> Or: This should generate a sequence of 10 random numbers from 2 to 100 (preferred option)
- -> The sequence should be showed randomly, not in numerical order
- -> The player sees only 1 target number at a time

Click Play to start game

- Each number is displayed above the 4 options: Fizz, Buzz, No!, FizzBuzz
- The player should tap one of the four options to give their answer
- After each score, the sequence moves onto the next number
- · This carries on either until the 10th number is done / the player simply stops
- · Or the player generates two new Fizz and Buzz numbers and start again

Scoring system:

- · if the player correctly taps on Fizz, because the target is divisible by the Fizz number only: 1 point
- · if the player correctly taps on Buzz, because the target is divisible by the Buzz number only: 1 point
- · if the player correctly taps on No!, because the target is cannot be divided either Fizz or Buzz: 1 point
- · if the player correctly taps on FizzBuzz, because the target can be divided by both Fizz and Buzz: 2 points
- · if the player incorrectly taps on any of the buttons: no points
- the the player taps on either Fizz or Buzz when the answer is FizzBuzz: no points

Score is kept and summed up after 10 numbers.

Highest possible score: 20 -> if ten FizzBuzz answers

Lowest score: 0 -> if none right

At the basic level: no time limit

Next level up: 8 seconds per question + 15 questions

Next level up: 5 seconds per question + 20 questions