Lab 1 – Quiz Game

Your assignment is to write a game.

Examples:

<http://www.sporcle.com/games/g/pokemon>

<http://www.sporcle.com/games/g/world>

<http://www.sporcle.com/games/g/states>

## Lab Specific

* indicate correct responses
* display progress in a logical, intuitive fashion
  + Must show accepted answers in some way, not just a count.
* display a countdown (numeric or graphical)
  + <http://www.w3schools.com/js/js_timing.asp>
* provide an indication of whether the game was won or lost (timer based, likely)
  + Game should end in victory when all questions are answered/provided successfully
  + Must also end game when timer runs out.
* provide the user the ability to start, restart or quit
  + extension – pause.
* respond to user interaction with minimal additional interaction
  + For example, get rid of the submit button if you have one. How will you tell if they get it right? (different event than onclick)

## General HTML

* include properly formatted <doctype, html, head, title, body and div> tags
* source to a separate JavaScript file
* include CSS formatting
  + Muse be pretty!!!! Use colors, maybe borders, fonts.
  + <https://24ways.org/2012/how-to-make-your-site-look-half-decent/>
* Include a link from your homepage

## Other Requirements

* Include either a JavaScript array or associative array (to store answers)
* JavaScript MUST be properly formatted / tabbed
* JavaScript must have correctly formatted and intuitive variable names

## Challenges

* Add a leaderboard
  + Possibly use cookies to store high scores
* Bootstrap/material for CSS?