

What's In the Picture ?

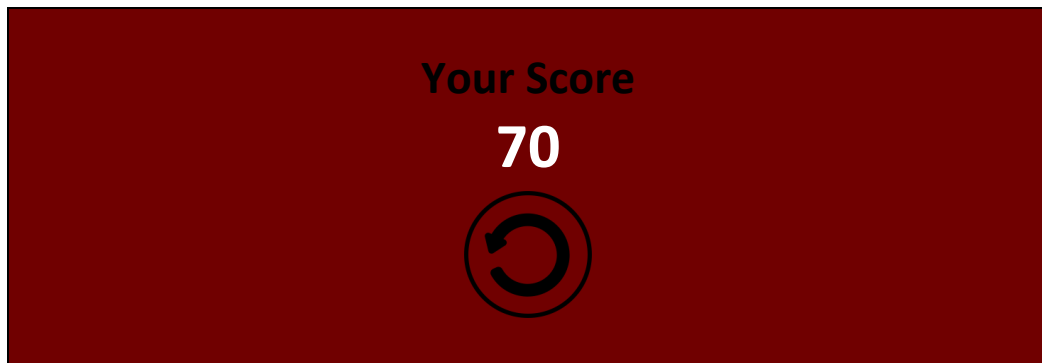
(proj name: in-picture)

Build the following game:



FEATURES

- 3 Questions or more
- Each Question – shows a picture and few options
- If the player is correct, move on to next quest
- If a wrong answer is selected – button should turn red for a second and then back to normal
- BONUS: hover the image presents “select the correct option” on a semi-transparent colored overlay.
- When quests are done - show a nice summary with the player score (0-100) and a restart button



- BONUS: show a "progress bar" in the score page



DESIGN GUIDELINES

Use image aspect ratio of 16:9 for desktop.

On mobile, dynamically present the horizontal center of the image at aspect ratio 1:1

CSS GUIDELINES

- Hover on buttons: change appearance + use transition
- Animate the transition between questions:
image shall "arrive" from above (every new question) and bounce in place.
- Use Fonts from google fonts
- Use border radius, border
- Use Media Queries to adjust for mobile
- Image shall be responsive and keep their aspect ratio

TECHNICAL GUIDELINES

1. `gQuests = [{id: 1, opts:[], correctOptIndex:1 }]`
`gCurrQuestIdx = 0`
2. It is convenient to have the images named by the quest id
(e.g. : 1.jpg)
3. Functions guidance:
 - a. `initGame()`
 - b. `createQuests()`
 - c. `renderQuest()`
 - d. `checkAnswer(optIdx)`