Want opening page with a little description, start button, view highscores, and timer

Once that start button is pressed, it starts the timer

The pressing the start button also shows you the first question

Once user selects an answer, it can show below if you were correct or not

When the user answers a question wrong, time is lost

A new question is presented

The game keeps going until all questions are answered or timer reaches 0

Then game is over.

Shows you your score, and lets you save your score by providing your initials

This is viewable in the highscores section

The other option is to go back to start page and start the quiz again

MAIN CONTAINER - shows the starting page, shows questions and answers, has the start button

Within MAIN CONTAINER is the QUESTION CONTAINER (class of hide so it is hidden by default)

List of questions and options

Which HTML element do we put the Javascript in?

1. <scripting>
2. <js>
3. <javascript>
4. <script> ✔

How do you write “Hello World in an alert box?

1. alert(“Hello World”); ✔
2. msgBox(“Hello World”);
3. msg(“Hello World”);
4. alertBox(“Hello World”);

How do you create a function in JavaScript?

1. function myFunction() ✔
2. function:myFunction()
3. function = myFunction()
4. function { myFunction}

Which example is correct way to write an IF statement in JavaScript?

1. if ( i == 5 ) ✔
2. if i = 5
3. if i = 5 then
4. if i == 5 then

How does a FOR loop start?

1. For ( i <= 5; i ++)
2. For ( i = 0; i <= 5)
3. For ( i = 0; i <= 5; i ++) ✔
4. For i = 1 to 5

How can you add a comment in JavaScript?

1. //This is comment ✔
2. <! - - This is comment - - >
3. ‘This is a comment
4. “This is a comment!

Timer to start at 60 seconds

Wrong answers deduct 5 seconds from timer

Any answer you choose, it should tell if you’re wrong or right

After answering, it takes you to the next question

Scoring

* Correct = 10
* Wrong = -10
* Time left = points gets added to final score