Mini Games Page - PRD

## \*\*1️⃣ Project Name\*\*

Mini Games Page (HTML, CSS, JS Starter Project)

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## \*\*2️⃣ Purpose\*\*

To create a \*\*fun, interactive web page\*\* where users can play simple mini-games:

- Roll a Die

- Coin Flip

- Rock-Paper-Scissors

This helps you \*\*practice modular JavaScript, DOM manipulation, and clean navigation\*\*.

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## \*\*3️⃣ Target Users\*\*

- Beginners learning JavaScript.

- Anyone who wants to play quick mini-games in the browser.

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## \*\*4️⃣ Features\*\*

### ✅ Home Page

- Displays three cards/buttons:

- Roll a Die

- Coin Flip

- Rock-Paper-Scissors

- Each card navigates to its respective game page using links.

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### ✅ Roll a Die

- Button: “Roll the Die”

- Displays a \*\*random number (1–6)\*\* or corresponding dice image.

- Can add rolling animation for enhancement later.

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### ✅ Coin Flip

- Button: “Flip Coin”

- Displays \*\*Heads\*\* or \*\*Tails\*\* with a simple animation or text

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### ✅ Rock-Paper-Scissors

- User selects \*\*Rock, Paper, or Scissors\*\*.

- Computer randomly selects its choice.

- Displays:

- User choice

- Computer choice

- Result: Win, Lose, or Draw

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## \*\*5️⃣ Technical Requirements\*\*

- Built with \*\*HTML, CSS, and JavaScript only\*\*.

- Modular structure:

- Separate JS files per game.

- Single CSS file for consistency.

- Fully responsive, works on desktop and mobile.

- No backend required.

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## \*\*6️⃣ Future Enhancements (Optional)\*\*

- Add animations for dice roll and coin flip.

- Track win/loss statistics.

- Add a reset button for games.

- Dark/Light mode toggle.

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## \*\*7️⃣ Success Criteria\*\*

✅ Able to navigate from `index.html` to each game.

✅ Games work reliably on click.

✅ Clean, centered UI.

✅ Code is modular and readable.

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## ✅ Next Steps for You

✅ Create:

- `dice.html`

- `coin.html`

- `rps.html`

✅ Create:

- `js/dice.js`

- `js/coin.js`

- `js/rps.js`

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## \*\*9️⃣ Timeline (for practice) \*\*

Day 1: Build HTML structure and basic CSS layout.

Day 2: Implement JavaScript for each of the games

Day 3: check for any errors or exception in the JavaScript logics for the games.

Day 4: Polish CSS and responsive layout, test thoroughly.