



1 -

Show board game

-- HTML and CSS layout -- position

2 -

Place 2 dominos on the board and rotate 1 domino. Following the rule of the dominos. Make it works.

-- placement: HTML and CSS layout CSS animation and Event DOM handled with Javascript: Gather the HTML element with Javascript --

Once one can move and rotate the dominos: first work is done.

What problems you can assess? What solutions are you proposing?

Game play:

1 -

What is a function?

-- Javascript -- Function

Build a function registering the number of users.

Build a function registering all <username>s.
Display all <username>s on screen.
Build a function returning the message hello <username>.

2 -

– Javascript – Variable assignment and switch.
Handle player switch. For the reader, please highlight the current player. Add a click button that make the switch in order. Test it. Comment the button.

3 - Declare multiple domino - Javascript Array string.

4 - Code dominos and players as object.

Javascript Introduction - Declare and Add propriety, use it. Instanciate an object. No function is found in the object yet.

5 - Use of function in/of object.

Handle points relative to the two domino' two squares -

Display all dominos - Javascript DOM

manipulation - For loop. pictures of each domino or draw them

Scope in Javascript

6 - Handle dominos distribution - Javascript Array
Filter or Array split slice...

7 - Handle pioche __ conditional if else

8 - Handle place __ event DOM javascript. Object
Use notion of object with the player variable.

9 - Handle pass - input / output variable and
function scope

[10](#) - Handle score - conditional if else if. Foreach
Map or For.

[11](#) - Handle end of the game. - loop while

what problems you can assess? What solutions
you can find