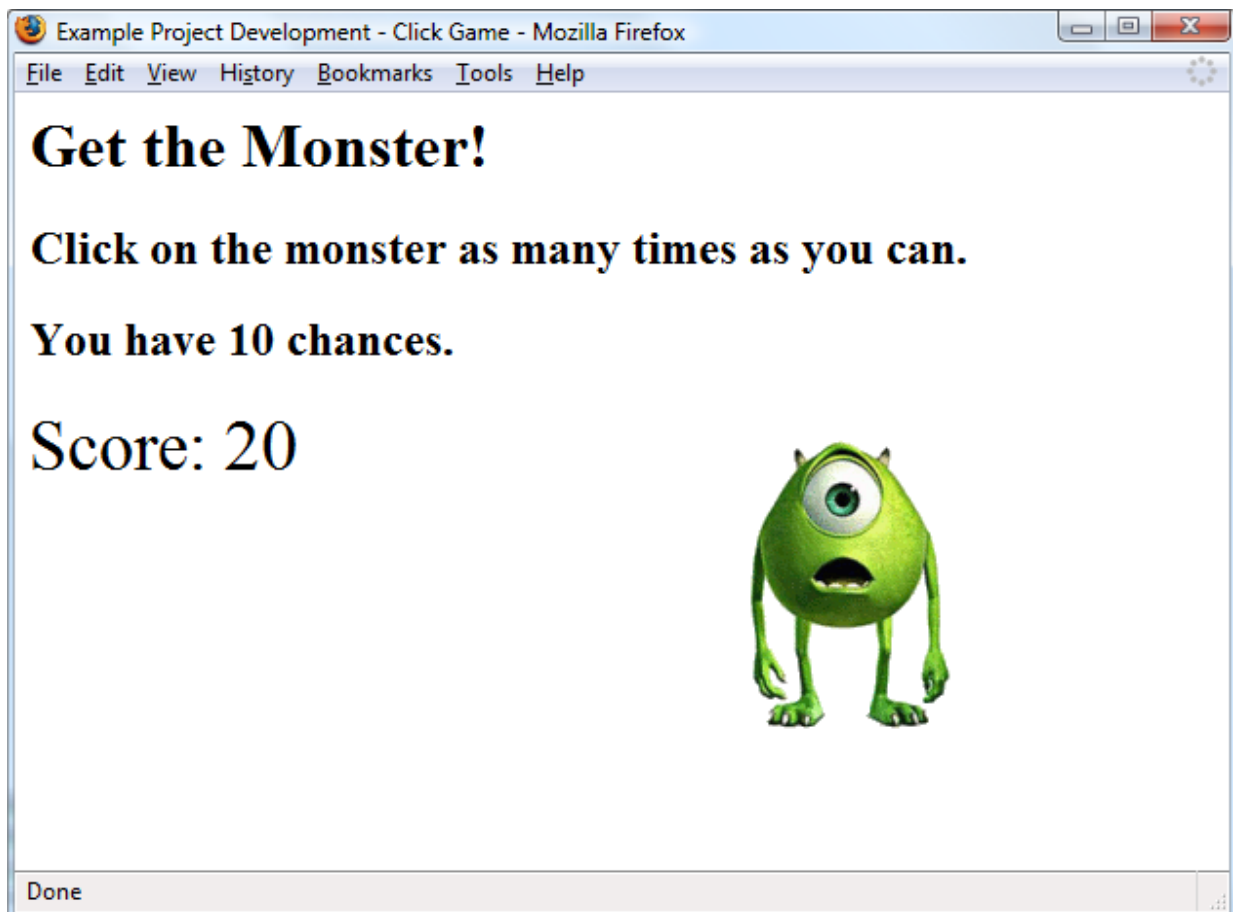


COMP303 Internet Computing

Example Project Development – Click Game



```

<html>
<head>
  <title>Example Project Development - Click Game</title>
  <script language="javascript" type="text/javascript">
    <!--
    var the_timer;
    var count = 0;
    var width = 400;
    var height = 400;
    var player_score = 0;
    var finished = false;

    function move_monster_layer() {
      var the_monster = document.getElementById("monster");
      var x = Math.floor(Math.random() * width);
      var y = Math.floor(Math.random() * height);
      the_monster.style.left = x;
      the_monster.style.top = y;
      count = count + 1;
      if (count == 10) {
        finished = true;
        document.getElementById("score").innerHTML =
          "Game finished! Score = " + player_score;
      }
      else
        the_timer = setTimeout("move_monster_layer()", 500);
    }

    function get_monster() {
      player_score = player_score + 10;
      document.getElementById("score").innerHTML =
        "Score: " + player_score;
    }
  -->
</script>
</head>
<body onload="move_monster_layer()">
  <h1>Get the Monster!</h1>
  <h2>Click on the monster as many times as you can.</h2>
  <h2>You have 10 chances.</h2>

  <div id="monster" onmousedown="if (!finished) get_monster()"
    style="position:absolute;">
    
  </div>

  <div id="score" style="font-size:28pt">Score: 0</div>
</body>
</html>

```

the_monster.style.left = x;
the_monster.style.top = y;

2) Update "monster"
x and y coordinates
every 0.5 sec

3) When would
it be called?

Score: 20

1b) Create the game:
Display "monster" object
at random positions

1a) Create
"monster"
object

