



Deadline: 01 Jan 2026, 00:00 a.m.

Submission: Through Moodle (only one student will submit the solution)

Teamwork: 1 – 3 students

Filename: Name_Surname.zip

PROJECT DESCRIPTION

You will implement a game using **HTML**, **CSS**, **JavaScript**, and **DOM API**. **Do not use Canvas API or similar 2D drawing libraries like P5.js etc.**

⚠ Warning: *AI code generation is strictly forbidden; otherwise, your project will not be considered valid.*

The game begins with a mandatory **cover page** that displays the project members. When the user **clicks anywhere on the screen**, a countdown from **3 to 1** is shown. After the countdown finishes, the **game platform** becomes visible.

At the top of the game screen, display the following: (**High Score**, **Current Score**, **Timer**)

The timer counts down from **10 to 0**, decreasing every **1 second**.

At the start of the game, **three black tiles** appear at random positions within a **4×4 grid**. The user must click one of these tiles.

Scoring

The score awarded depends on **how quickly** the user clicks a black tile. After a black tile appears, a **point counter** begins at **10** and decreases down to **0** in steps of **1**, every **100 ms**.

This value is also shown visually with a **shrinking point bar** at the bottom of the screen.

When the user clicks a black tile:

- The awarded point (e.g. “**+5**”) is displayed directly on that tile.
- The tile briefly turns **green**, then fades back to **white**.
- The displayed point fades out as well.

High Score

The **high score** must be stored using **localStorage** to persist across sessions.

When the 10-second timer reaches 0:

- If the user’s final score is **higher than the stored high score**, display:
 - A confetti effect (using the library at <https://github.com/catdad/canvas-confetti>)
 - A “**New High Score**” message
- Otherwise, display “**Time is up**”.

In both cases, show an animated message at the bottom saying: “**Press F5 to play again.**”

Refer to the provided video ([demo.mp4](#)) for the expected behavior and animations.

Grading Criteria:

1. **(10Pts)** Show the cover page (the members of the project, and real profile photos)
2. **(5Pts)** Count down from 3 to 1 with a period of one second. Use at least **one google font**.
3. **(15Pts)** Game area appears with Hiscore, score, time, 4x4 board, score bar at the bottom, “Tap the black tiles!” message, and a 3 randomly placed black tiles.
4. **(30Pts)** Click a black tile
 - a. **(5Pts)** Black tile disappears
 - b. **(10Pts)** Clicked black tile becomes green, and shows a point such as “+5”, and disappears shortly.
 - c. **(10Pts)** A new black tile appears, this tile must be in a different position than the positions of three black tiles.
 - d. **(5Pts)** A new black tile appears gradually.
5. **(10Pts)** After tapping a black tile, a point bar shrinks during one second.
6. **(5Pts)** Based on the current length of the point bar, update score accordingly.
7. **(5Pts)** Time goes down from 10 to 0.
8. **(20Pts)** If time is up (use localStorage for storing hi-score)
 - a. **(5Pts)** “F5 to play again” text with CSS animation appears
 - b. **(5Pts)** “Time is up” text message (no hiscore case)
 - c. **(5Pts)** “New HiScore” text appears (hiscore case)
 - d. **(5Pts)** A confetti plays for three seconds (hiscore case)
9. **(-25Pts)** Late submission (the submission will be closed at 02 Jan 00:00 a.m.)

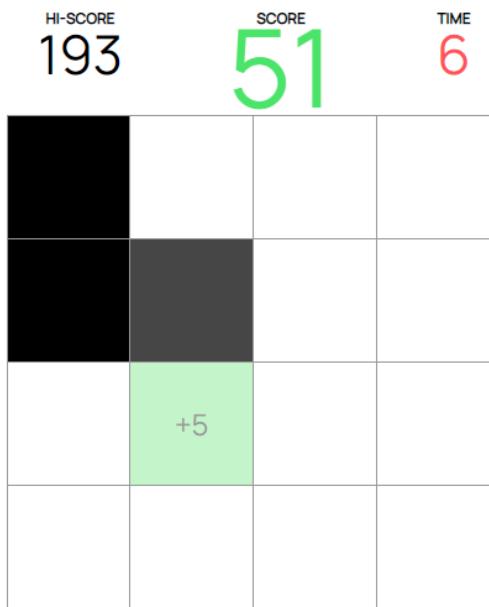
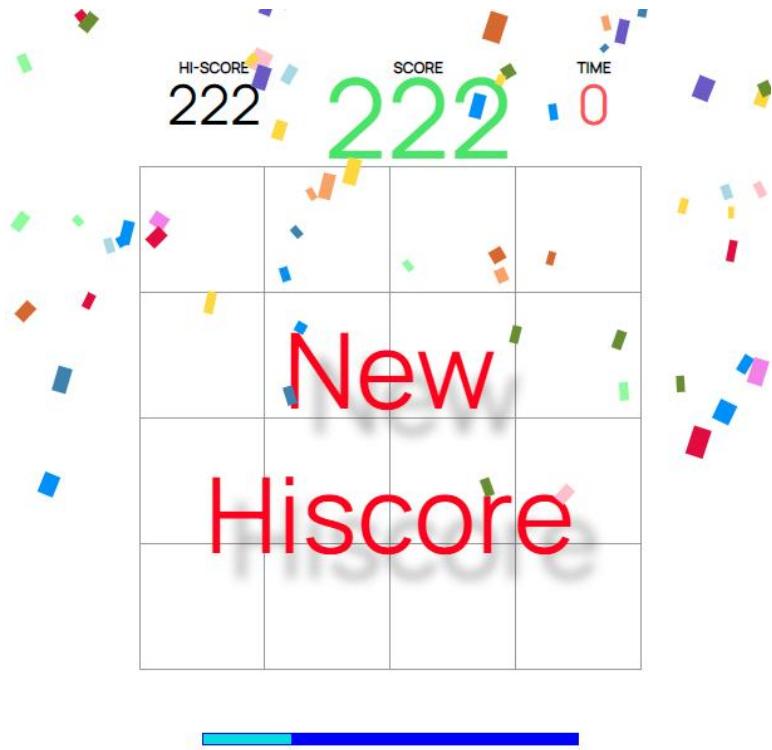


Figure 1 : Click on a black tile



F5 to play again

Figure 2: New Hiscore