***Report***

**Summary of your website’s features**

**Objectives**

This game is designed for students who want to learn English though the interesting way. To make the game more attractive, we created a theme called “Escaping from the Tiger”. Imagine you are being chased by a tiger in the forest, you have to find a way to go. In order to escape from the tiger attack, your only choice is to finish the game!

**How to play**

“Escaping from the Tiger” is a Chinese-English translation game. There are altogether 4 levels, each of which consists of 10 questions. Once the player has completed all the 40 questions, the game will be terminated. When the game starts, a Chinese word is randomly generated. The player needs to type the English translation of that Chinese word into the input field. After typing the answer, click the button “Next Word” to continune. One point will be awarded for each correct answer. If their answer is wrong, the correct answer will show up and the player will get no mark. The player has to answer the question within 15 seconds. The game will automatically go to the next question if the player cannot finish the question on time.

The game starts from level 1 to 4. The player can start the game by clicking the ‘Level 1’ button. The rest of the level buttons are disabled before the player finish level 1 successfully. Therefore, the player cannot start the game by another level except level one. The player can get into the next level by scoring a certain point on certain level. When the player gains more than 7 marks in level 1, the level 2 button would be unlock and an alert window will pop-up for telling the player that he is allowed to get into the next level. The setAttribute() method is used to assign new function to the button element. When the player proceed to level 2, setAttribute() method will change the onClick attribute of the “Next Word” button to execute function of playing level 2. In level 2 and level 3, the player need to score more than 15 marks and 23 marks. Otherwise, the game will over and the player need to try it again. The reload() method is used to reload the page so that the player can try again.

**CSS design**

To match up with the theme, we use a forest landscape for the body background and a tiger skin for the title backgound. All the content are centralized on the page for user friendly. For each of the button, we use the hover selector for declaration. When mouse hovers over the button, the background color of the button would turn from Medium Sea Green to Dark Green. In order to let users know a button is disabled, we set the opacity of disabled buttons to 0.5. And when mouse hovers over them, the cursor will become a no symbol ( ⃠ ). We intentionally span the two words “Level 1” to green on the paragraph “Click on "Level 1" to start the game”. Therefore, the player can easily recognize that the game will start by pressing the Level 1 button instead of another level button.

**Hints Function**

The hints for each level of the game are different. In level 1, the hints will be a selection. The player can choose the correct answer in 3 selections which is in alphabet order. In level 2, the first 2 letters of the correct answer will be provided when the player use the hint. In level 3, the hint would tell the player how many letters of the correct answer. In level 4, it would show the consanant letters of the correct answer on the input field. All the vowel letters (a, e, i, o, u) are replaced by “\*”. For example, the word apple will be displayed as \*ppl\*. 5 hints are provided to player for assistance. The “Give me a hint!” button will become disabled when the player runs out of hints.

**Animation**

We used setInterval to repeatedly call a function that update the coordinates of the tiger image every second. So that it would looks like the tiger is chasing the man. When you ask for next word, it will clear the timer and tiger will come back to the original position. If time runs out, the tiger will have a “intimate contact” with you and then also come back to the original position because the game hasn’t over. Instead of prompting time to players directly, it’s more interesting to let the tiger run step by step. And when you level up, tiger will stop and wait for you to start a new level.

**Statement of contributions from each group member**

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| Name & Student ID | Contribution(100%) | Major Tasks |
| Chan Sze Ming (54608125) | 20 | Cascading Style Sheets(CSS) design |
| Ng Wing Sze (54067330) | 20 | Cascading Style Sheets(CSS) design, JavaScript |
| Sae Wong Preesa (54721527) | 20 | JavaScript |
| WAN Yuwei (54382027) | 20 | Cascading Style Sheets(CSS) design |
| Cheung Man Chi (54065728) | 20 | JavaScript |
| Ma Wing Ka (54067389) | 0 | Nothing |