

APCS-P Project: JavaScript Number Guessing Game Rubric

Name:

On my honor, this is my own work or I used other websites and/or tutorials to make it and properly cited them. If I helped a classmate, I did not send them code or let them copy mine nor did I receive code from a classmate.

Initial:

Minimum Requirements (70 points):

- A working guessing game
- Games won
- Average score
- A leader board (at least top 3)
- At least three levels
- Current date and time
- The original "starting point" game that provided still works as intended (70 points)

Next Steps (24 points, 3 points each)

- Ask the user for their name, case it correctly, and use it in all messages (make them enter something)
- Let the user give up and set their score to the range
- Tell the user if they are cold, warm, hot, etc. (.abs(#))
- Tell the user if their score was good, bad, ok, etc.
- Add month name and suffix to the date correctly (i.e.- March 1st, July 2nd, June 3rd, May 31st, etc.)
- Update the time every second (add show the seconds)
- Keep a timer for the round (.getTime())Keep a fastest game played
- Keep a timer for all games played and display the average time per game

0 Total Points

Above and Beyond (up to 6 points)

Describe any creative and add unique parts to your game that are not listed above:

On a scale from 0-6, how much extra work do you think you did: 0

Total: 0

Reset Form