Unit Project | Programming (JavaScript)

Number Guessing Game Rubric

This should be your own work. If you use other websites and/or tutorials **make sure you cite them** (in your code as a comment, a link is fine). You may help a classmate, but **do not send them code or let them copy** yours, help teach them the proper way to think through the problem. This can be challenging and you might spend hours trying to figure out one tiny mistake, but this is how you will learn how to be a good coder.

Minimum Requirements (50 points):

- Get a random number between 1-100
- Keep the current score
- Let them play again
- All text should use proper grammar, punctuation, and spacing (i.e. – don't forget a space when concatenating variables)
- Make sure the user enters a valid response (between 1-100 and is a number)
- Let the user reset all the stats

Next Steps (+3 points each, 15 total)

- 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 100
- Display the average score for all games
- Keep and display the best 3 scores (lower is better)
- Display the date and time on the page

Bonus Points (+3 points each):

- Tell the user if they are cold, warm, hot, etc. (*.abs(#)*)
- Tell the user if their score was good, bad, ok, etc.
- Add a suffix to the date correctly (i.e.- 1st, 2nd, 3rd, 31st, etc.)
- Update the time every second
- 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

Above and Beyond (up to 4 points)

- Be creative and add **unique** parts to your game

CSS Design (up to 10 points)

- Use CSS (inline or linked) and images to make your webpage look awesome (use your last project refresh your memory)

Tip: change the answer to a single number while testing, but don't forget to change it back!