Final Lab (Components of Final Project)

75 pts Due Mon, May 17

(For this lab, you get 2 points for actually making it to the end of the semester)

- 2 pts: Surviving the crazy semester!

From Global Variables/CoinToss:

- 8 pts: Coin Toss
- **Extra Credit** Opportunities:
  - 8 pts E.C.: War
  - 10 pts E.C.: BlackJack

From setTimeout:

- 5 pts: BlackGreenRed

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Final Project Tutorials:

Note: These are the tutorials that make up the various components of your final project. If you complete all of the tutorials successfully, you'll have the basic code for your final game. However (as you can see in the video I posted), it looks a bit haphazard and unpolished (to put it mildly).

Thus your actual final project will be due the following Monday (May 24). That will be the polished version of your final project.

From SetTimeout2:

- 8 pts Change Position

From Moving Hero (All Together):

- 5 pts: Left and Right Movement (Above to work)
- 7 pts: Move Up and Down

From Moving Across Automatically:

- 10 pts: get the bad item moving automatically

From Determining Proximity and Scoring:

- 10 pts: Get Code Working so Hero and Bad thing collide causes alert ("You Lose")
- 10 pts: Get Scoring Working
- 4 pts: Get StartGame button Working

From KeyDown Tutorial:

- (6 pts) Get onKeyDown to work with your hero
- **Extra Credit** Opportunity
  - (5 pts E.C.) Write a function to change opacity using keyDown