Rapid Ball

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Abstract- This paper deals with the game made in HTML & CSS. This paper also deals with how to think logically and how to score more without losing lives. In this paper we discuss about the strategy of how to play with the provided conditions and to score more. It fastens our reflexes to operate the operations in the game. One can become a good decision maker. This paper also deals with how the gaming market is growing enormously.

Key Words- jQuery, CSS, HTML

I.   INTRODUCTION

Description- This game is made in jQuery functions such as jQuery Effects, jQuery HTML. The jQuery css() method sets style properties for the selected elements.
◆   Returning a css property:
To return the value of a specified CSS property, the following syntax is used:
         css("propertyname");
Example: $("p").css("background color");
The above example returns the background color value of the first matched element.
◆   Setting a css property:
To set a specified css property, the following syntax should be used:
         css("propertyname","value");
Example: $("p").css("backgroundcolor","blue");
The above example sets the background color for all matched elements.
◆   Setting multiple css properties:
To set multiple css properties, the following syntax should be used:
css({"propertyname":"value","propertyname":"value",........});
Example: $("p").css({"backgroundcolor":"blue","fontsize":"100%"});
The above example sets the background color and font size for all matched elements.

jQuery Sliding Method:
With jQuery we can create a sliding effect on elements. jQuery has the following slide methods:
◆   jQuery slideDown() method
The jQuery slideDown() method is used to slide down an element. The following syntax is used for slideDown() method:

$(selector).slideDown(speed,callback);

The speed parameter specifies the duration of the effect. It can take the values in milliseconds. The optional callback parameter is a function to be executed after the sliding completes.

◆　jQuery slideUp() Method:

The jQuery slideUp() method is used to slide up an element. The following syntax is used for slideUp() method:

$(selector).slideUp(speed,callback);

The speed parameter specifies the duration of the effect. It can take the values in milliseconds. The optional callback parameter is a function to be executed after the sliding completes.

◆　jQuery slideToggle() Method:

The jQuery slideToggle() method toggles between the slideDown() and slideUp() methods. If the elements have slided down, slideToggle() will slide them up and vice versa. The following syntax is used for slideToggle() method:

$(selector).slideToggle(speed,callback);

The speed parameter specifies the duration of the effect. It can take the values in milliseconds. The optional callback parameter is a function to be executed after the sliding completes.

Here comes the CSS part of programming a game. CSS stands for Cascading Style Sheets. CSS was developed to provide style sheets for the web. There are four types of Cascading Styles Sheets based on their locations. I used External CSS in this game. It is defined in a seperate file with the file extension of '.css'. CSS is used to change the style of web pages and user interfaces written in HTML and XHTML. CSS provides flexibility and control in the specification of presentation.

II.　PROCESS:

When we run the game, it displays the element showing the rules of playing the game. After the rules, start button will be there.
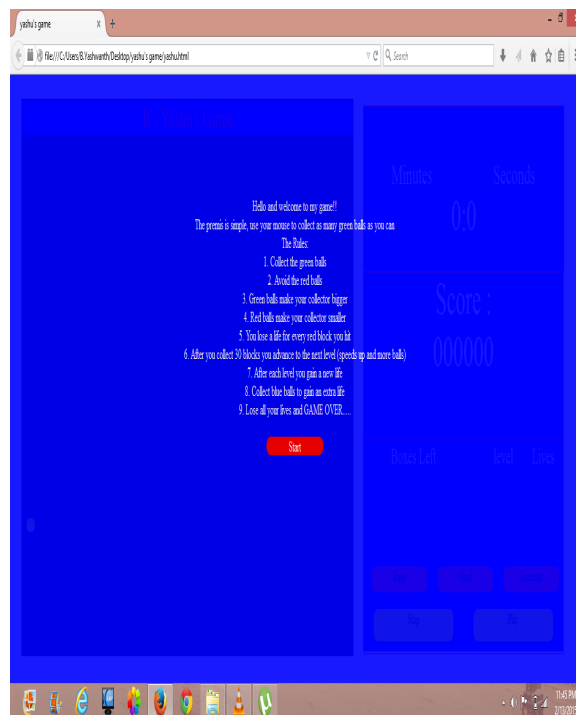

Figure 1: When the game starts

After clicking the start button, all the elements will be slided up and the web page will be opened. This web page consists of frames, in which each frame have it's own designation. In the main frame, game will be played. Other frames is divided into three more frames, in which one frame contains the time that you had played through out the game, other frame contains the score that you had scored, other frame contains number of lives, current level number, number of boxes left in the current level and the buttons in which the should be operated.
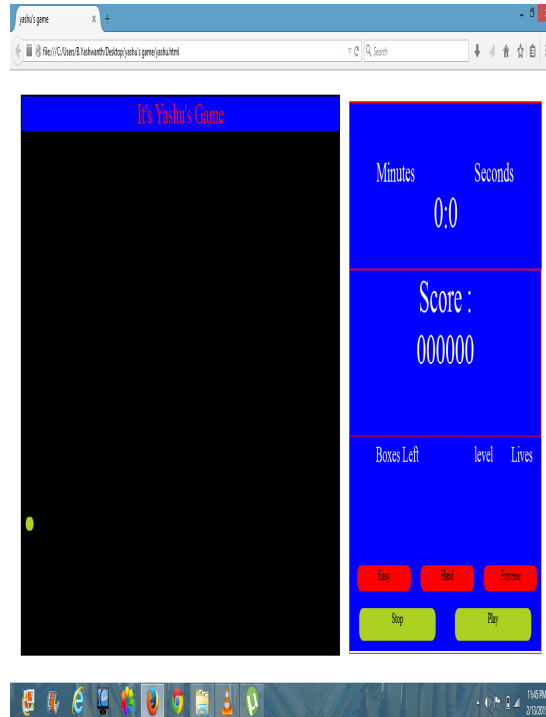

Figure 2: After clicking in the start button

When we start the game, so many balls will be falling down, there will be three types of colorful balls,namely green, blue and red, one collector will be present at the bottom, this collector acts according to the mouse pointer. With this collector we have to catch the green balls, if we do so score will be added one unit. If we caught the blue ball, one life will be added. If we caught the red ball, one life will be deducted including one unit from the score.
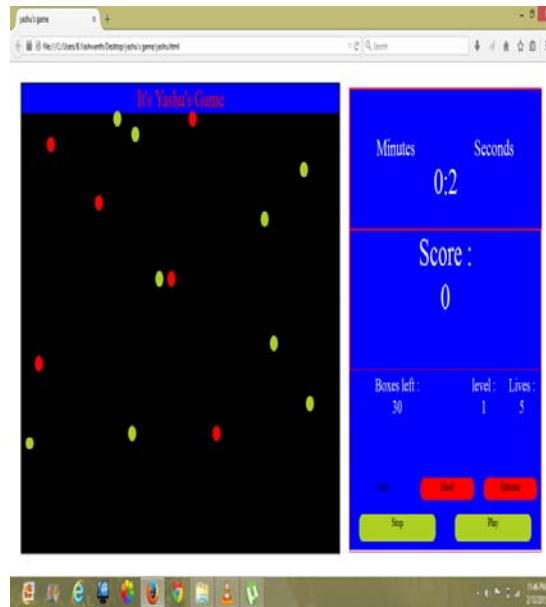
Figure 3: While the game is running

There are three three levels of complexity, easy, hard & extreme. We can select anyone of the complexity level and click on play button and the game will be started.
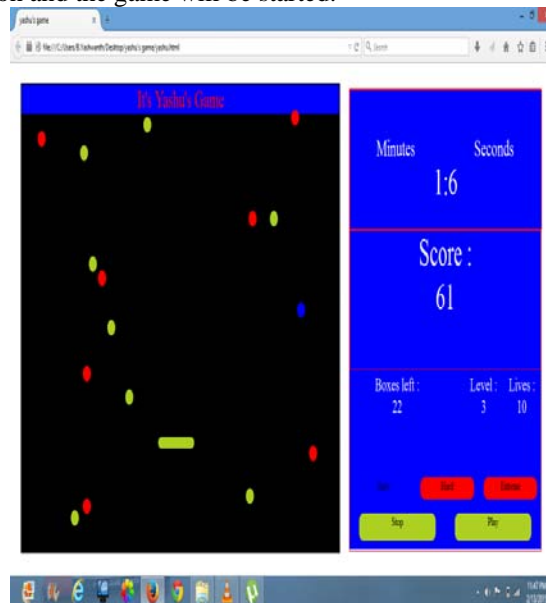

Figure 4: when the level changes

If we select easy level, the speed of the balls falling down will be normal. If we select hard, The speed of the balls falling down, will be somewhat become faster. Now, if we select extreme level, the speed of the balls falling down will be fasten too much. In each level, 30 green balls should be collected, if it is over, then we will be promoted to the next level i,.e., level 2 and so on. Initially, you are provided with 5 lives. While playing, we have to take care of increasing our lives and have to collect blue balls and should avoid red balls. After all the lives had been completed, the game will be over.
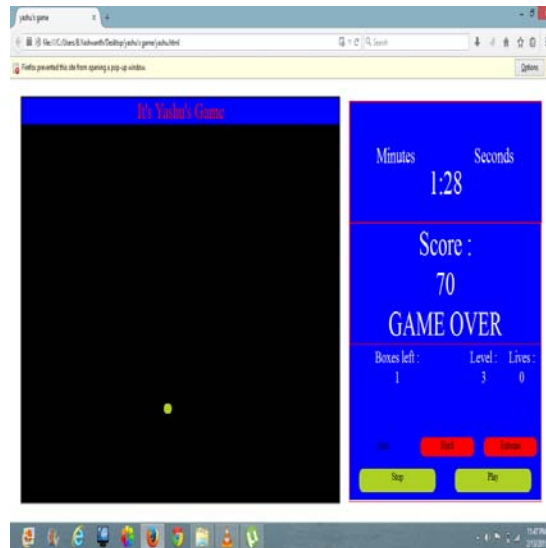
Figure 5: when all the lives have been completed

III.CONCLUSION

We discussed about the strategy of playing the game and scoring without losing lives, that means it develops our fast thinking, it will also train our reflexes to react faster. So we can improve our thinking ability. We also play games for entertainment purpose. In that way, this game will also play a prominent role. One can become good decision makers by playing these kind of games.

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