**JavaScript grid-based games: (**<https://www.youtube.com/watch?v=lhNdUVh3qCc&t=53s>) by free code camp

<https://www.freecodecamp.org/learn/> 🡪 free code camp

**Memory game**:

Things we are going to cover:

1. push()

2. querySelector()

3. setAttribute()

4. getAttribute()

5. createElement()

6. appendChild()

7. Math.random()

8. sort()

9. For lops

* Changes I want to make to this game later:

1. First flip everything and show to the user for one second.

2. Do not allow white spaces to be clicked. Score should not change.

3. Add sound.

**Walk-A-Mole**:

Things we are going to cover

1. querySelector()

2. addEventListener()

3. setInterval()  
4. clqssList()

5. forEach()

6. Arrow functions

* Changes I want to make to this game later

1. Start and pause buttons

2. only increase the score on clicking on correct box

3. Add music

**Connect Four**:

Things we are going to cover

1. querySelector()

2. addEventListener()

3. onClick()

4. classList.add()

5. For loops

6. Arrow functions

Things to do later:

1. stop the game after user wins.

2. Can add sound.

Nokia 3310 Snake:

Things we are going to cover:

1. querySelector()

2. addEventListener()

3. setInterval()

4. keyCodes

5. pop()

6. unshift()

7. push()

8. classList.contains()

9. classList.add()

10. classList.remove()

Things to do later:

1. do not end the game if the back button is pressed as the snake hits itself. Here back button is exactly opposite direction.

2. end the game after 10 points.

3. allow user to set the speed.

4. Apple should not appear with in the snake.

5. Space invaders:

Things we ae are going to cover:

1. querySelector()

2. addEventListener()

3. Switch cases

4. keyCodes

5. indexOf()

6. Includes()

7. classList

8. setInterval()

9. clearInterval()

10. push()

Things I want to improve in this:

1. Add music.

2. Don’t allow to play after gameover.