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SET08401 – Web Technologies

My application can be found by visiting the GitHub Game link below, I have also included a link to my code within GitHub.

GitHub Site Code - <https://github.com/AnobzII/anobzii.github.io/tree/master/influencer>

GitHub Game - <https://anobzii.github.io/influencer/>

My game is centred around becoming a social media influencer, when I first started the game, my idea was something along the lines of dungeons and dragons, but after speaking about my idea to my daughters and trying to explain it, they came up with the idea of becoming an influencer as they thought it would appeal to more people.

I decided the main disciplines I would use was HTML, CSS and JavaScript.

In my initial plan I feel like I have stuck to the layout and design that I wanted to have, there has been a few things that has not come into fruition which I will explain further.

The main issue I had with coding the game portion of the website was the scoring system (follower count). I feel like I had the code in there and should have worked but for some reason the score was not tracking so I had to hard code the score. As I could not have a scoring system I also had to change how the game ended, I initially wanted it to end when the users followers hit 0 or 1million, but as the score is now hardcoded I have also had to implement a new end game scenario in which the game will end on a certain path, with either a default ending scenario or a custom one built into the script. I also changed the brand names I initially wanted to use to some closely similar but different enough so that it wont draw attention from the copyright holders.

I used all the technologies I had initially envisioned using and have not had to implement any API or other software to get the game up and running.

C. Describes any features that you would add or improve to enhance your project, given more time and what you now know.

If I had more time/knowledge ideally, I would love to have a scoring system that worked and had a display on the website that showed the number of followers that the user had. I would have also liked to include a leader board which showed the fastest times played and the number of followers earned. It would have been good to have a user input at the start, so the user could enter their name or generate a random name and use that throughout the game.

D. Reflects upon the challenges you faced and achievements you made during this assignment.