Success Criteria (for reference - NOT included in word count)

- It must be able to have a scoring system
- It must have audio
- There must be a game condition, that if achieved by the player, results in a loss
- It must be available online
- It must be able to store high scores
- It must be an “endless runner game” (able to be played forever without losing if a player doesn’t make a mistake)

Meeting Success Criteria:

- The score is the number of seconds that the player has survived for
    - Score starts incrementing once the player presses “Space” or “Enter” to start the game
    - Score doesn’t increment when the game is paused
- Audio plays when the game is started, when the player presses the Up Arrow or “W” to make the dinosaur jump, when the player model hits a cactus and dies
- When the player model hits a cactus, it dies and the game ends
- The game is available online at https://anonymoustank.github.io/DinosaurGame/index.html and can be played on any PC
- The game persistently stores high scores in a JSON file
    - Stores it in the home directory on Linux and Windows
    - Stored in cache if played online
- The game continues forever, with cacti continually spawning if the player is able to jump over them and avoid losing the game

Client Feedback:
Henry said that the project achieved all of the success criteria: there is a condition that a player can achieve to lose; scores are persistently saved; the game is available online, as well as in an executable form; the game has functioning audio; it stores high scores persistently; and the game can potentially last forever if the player simply jumps over the cacti. He was happy with the instructions that appeared on the screen and the ease of controls. However, he said that on his computer, the game appeared stretched because it had a different aspect ratio than the computer I designed the game on. He also said that performance was sometimes poor, especially when using a monitor with a resolution of 1080p.

Recommendations for Future Development:

1) I plan to add a different type of enemy to the game: birds. In the original Chrome Dino game, these enemies fly above the ground, and the player needs to dodge them by ducking under them. I plan to do this by adding a bird class that extends the enemy class.
2) I also plan to change the default resolution of the game to 1920 pixels by 1080 pixels, which can be done by modifying the project export settings. Currently, the game is 1024

pixels by 600 pixels, so whenever anyone with a higher resolution attempts to play it, the game appears stretched or distorted.

Word Count: 385