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MMD 3.sem – Delopgave 2 / Subtask 2 – December 2020

Reflection Paper

https://github.com/BloodBusk/JSTutorialOptimized.git

I decided to take the project "JavaScript tutorial" and optimize it. My take on optimizing the JavaScript tutorial was to make the game "Higher or Lower" more interactive and single player, and make the html tutorial file easier to read. I also changed some of the functions that had some unnecessary code and wrote it simpler.

1. More interaction and single player.

The discussion of making this game 2 player or single player were discussed and we came to an agreement that it should be two player. However, when you learn to code, you usually do not code with another person, which is why I decided to make an AI that would play against you. Making the AI play against a player was not too difficult. The only predicament was in a scenario where the number rolled is exactly half of the max number, how the AI would react to it.

We originally decided to make a game that was simple, so the tutorial would not be too long. However, I want to make the game a bit more interactive. By prompting the user for some input, with a failsafe that would allow the user to decide for themselves whether to write anything or not. This can make the game a bit more interesting.

2. JavaScript include file.

In our original tutorial, all our html text was written in one html file. This made the tutorial file extremely overwhelming to look at and difficult to navigate. I wanted to fix this by being able to use include in our html files. This became a challenge writing it in pure JavaScript and not using a library like JQuery. I concluded I needed help fast, so I looked at w3 schools for an include function and they had one. However, it did not work well with recursive calls. Therefore, I made the function my own and fixed the recursive call problem so I could use it in my tutorial file. It was not easy as I was not familiar with the XMLHttpRequest object and its events beforehand.

3. Unnecessary code.

Some of the functions beforehand were coded well in my opinion, but I realized during the solo project that some could be written differently and easier as well. This

In conclusion, I feel like I got a lot out of optimizing the JavaScript. Learning new ways to make writing a website and therefore a JavaScript tutorial website easier and smarter. Learning simpler and shorter ways to write code and commenting on the code so that it becomes easier to read.