

The game.html page: details

As stated in the ReadMe file, the game.html page of *American Gods: The Road Trip* was created after watching the following tutorial: <https://www.youtube.com/watch?v=M6sA8fvMCuA>

I viewed creating the game as a mini-project within a project, in particular as an opportunity to further practice aspects of JavaScript which had not been utilized throughout the other pages, for example constructor functions and switch statements.

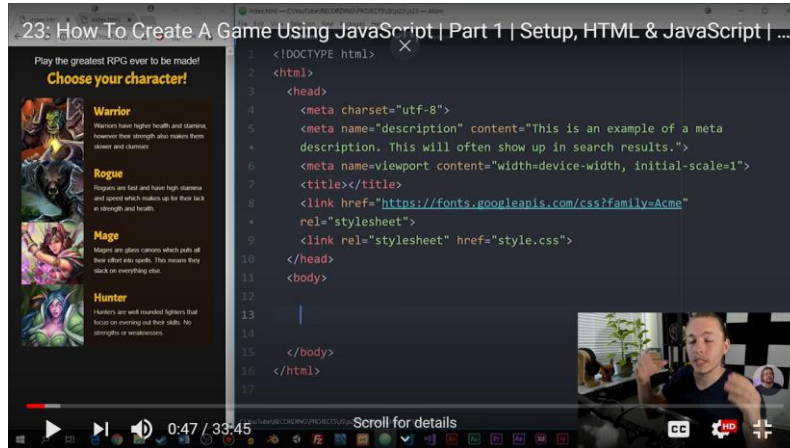
Although the game was created by adapting from the tutorial, there are a number of key differences between product of the tutorial and that in *American Gods: The Road Trip*.

The most important differences, in summary, include the following:

- All of the CSS, Bootstrap, and inner HTML in the final product of *American Gods: The Road Trip* is original. Screenshots 1 – 5 below illustrate these differences.
- All of the images used in *American Gods: The Road Trip* differ from those in the tutorial.
- All of the characters as well as their characteristics / powers on *American Gods: The Road Trip* differ from those in the tutorial.
- In the product of the tutorial, links to external JS files appear at the top of the game HTML page. In the game HTML for *American Gods: The Road Trip*, links to external JS files appear at the bottom.
- In the tutorial, when the user selects a character to play as the selection is facilitated by an in-line onClick() event in the game HTML file. The game in *American Gods: The Road Trip* uses an event listener to facilitate character selection.
- Whereas the product of the tutorial only provides two possible 'enemies' for the player to play against, *American Gods: The Road Trip* provides four opponents.
- The product of the tutorial only provides players with one button and one choice of action, i.e. 'Attack!'. The game in *American Gods: The Road Trip* provides players with three buttons, 'Attack!', 'Retreat', and 'Go Nuclear!', thus improving gameplay by giving players more choice (see screenshot 5).
- Whereas hitting the 'Attack!' button in the product of the tutorial only results in the player and 'enemy' scoring a certain amount of damage points against one another, the game in *American Gods: The Road Trip* uses if statements, based on the product of a Math.random() function, to improve the game narrative by adding the possibilities of either the player's or the opponent's attacks being either blocked or evaded. Hitting either the 'Retreat' or 'Go nuclear!' buttons also invoke if statements based on the product of the Math.random() function to result in one of a number of different possibilities.
- The results of hitting the 'Attack!', 'Retreat', and 'Go nuclear!' buttons and the announcement of the end of the game are communicated to the player only via window alerts in the product of the tutorial. However, the game in *American Gods: The Road Trip* also communicates this information by changing the inner HTML on the game interface page accordingly after each round of play (see Screenshot 4).
- Originally, the game contained a bug in that after the game was finished users could still hit any of the three buttons and receive alerts regarding the results of those moves. This bug was fixed by adding an 'if' statement at the beginning of each button's respective JS function which, if either the player's or the opponent's health score is at or below zero, sends an alert to tell the user that the game is over and they must refresh (a note telling the user to refresh already appeared in the page heading at the end of the game). The remainders of the original functions are now enclosed in 'else if' statements.

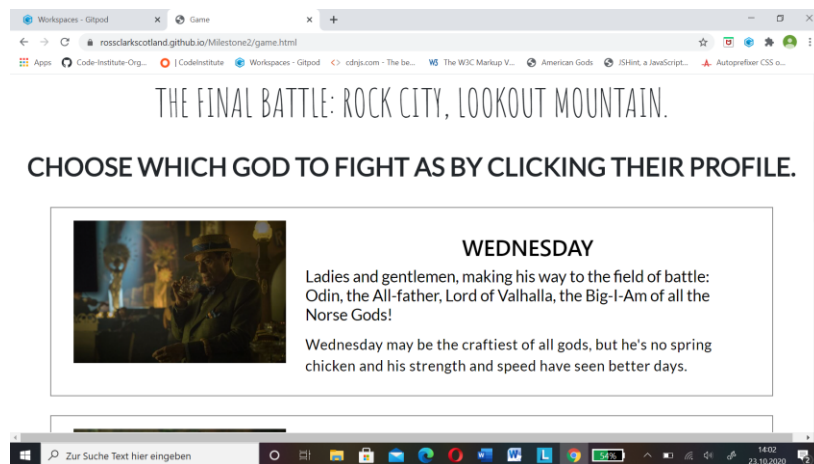
Screenshot 1:

How the styling for the 'select character' section looks in the product of the tutorial.



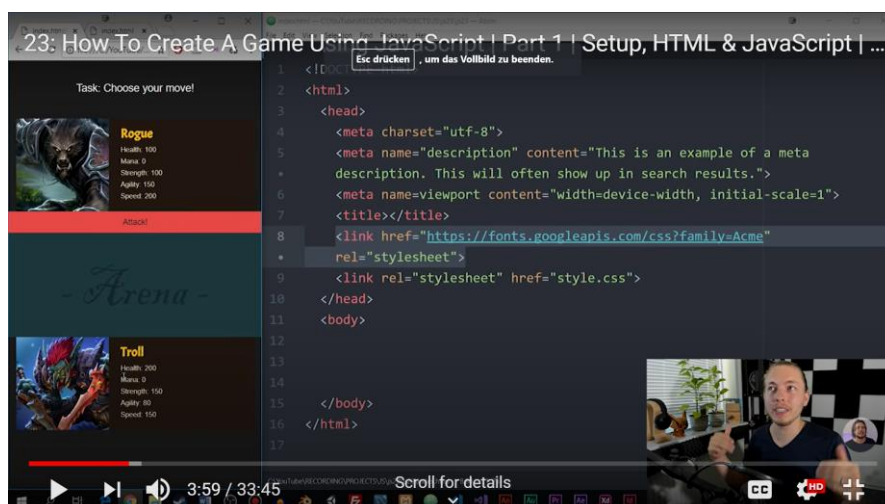
Screenshot 2:

The styling for the 'select character' section in *American Gods: The Road Trip*.



Screenshot 3:

The in-game interface in the product of the tutorial. Note the 'Attack' button, in red, as the only player move option. Additionally, there is no 'Scoreboard' and results of each move come only via window alerts.



Screenshots 4 and 5:

The in-game interface in *American Gods: The Road Trip*. In Screenshot 4, note the 'Scoreboard', which both keeps the player informed of the most recent moves and informs players of the results even when they have pop-ups blocked. In Screenshot 5, note the three options the player for each round of play.

