

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.

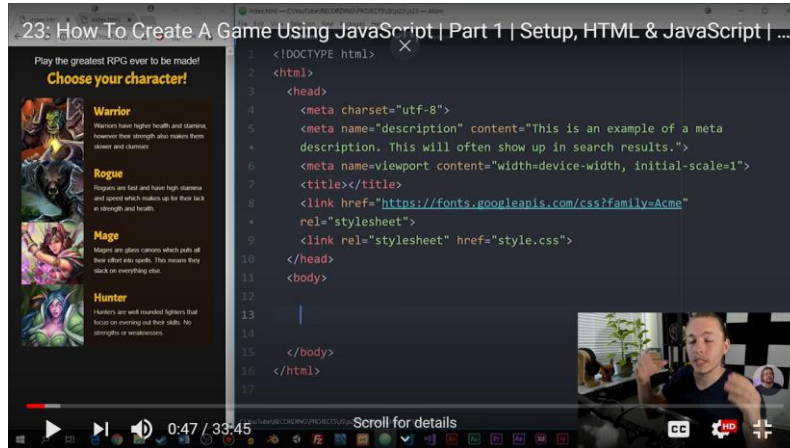
Although the game was created by adapting from the tutorial, there are a number of key differences between product of the tutorial and that in *American Gods: The Road Trip*.

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.
- 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.
- All of the characters as well as their characteristics / powers on *American Gods: The Road Trip* differ from those in the tutorial.
- 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 event listeners to facilitate character selection.
- All of the images used in *American Gods: The Road Trip* differ from those in the tutorial.
- 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!' button and the announcement of the end of the game are communicated to the player 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).

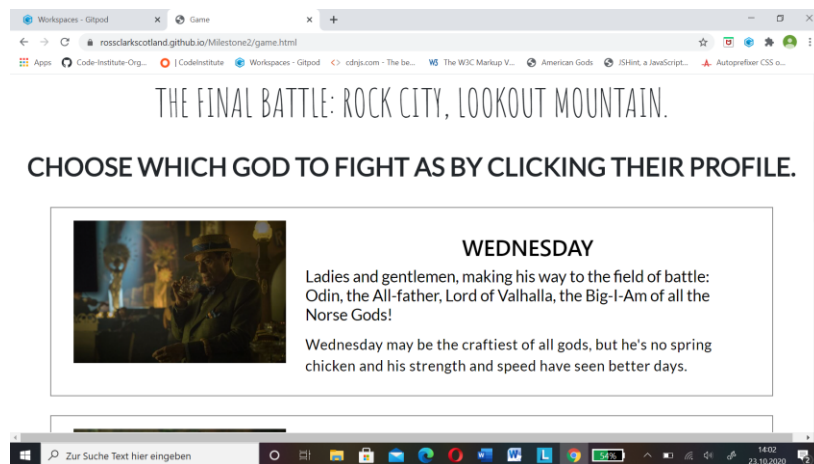
Screenshot 1:

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



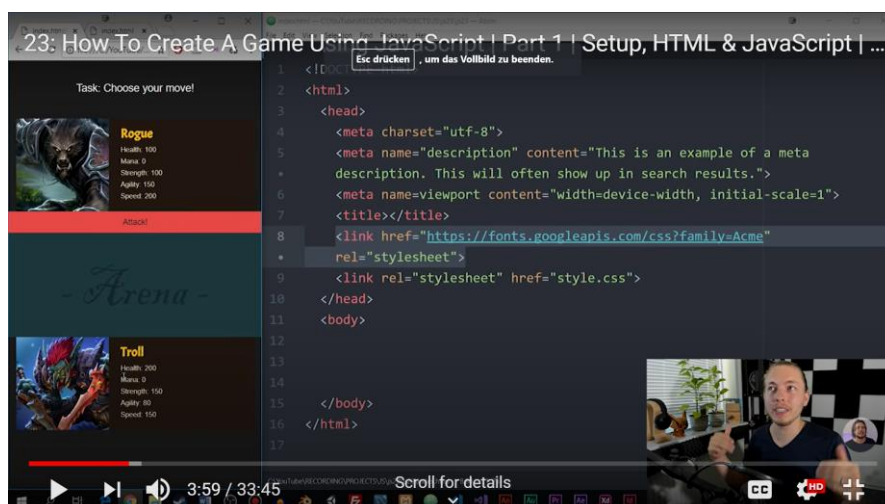
Screenshot 2:

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.

