

Game Coding Club Documentation

Description

Build a small simple browser game and learn the basic concepts of programming. Also host your browser game for free to show everyone what you managed to do in only one afternoon.

Language: JavaScript

Prerequisites

- GitHub account (can be created during Coding Club)
- own Laptop with Visual Studio Code
(<https://code.visualstudio.com/Download>)
(can be provided by university)

Steps

1. Draw Game Board
Learn: call a function
2. Create Game Board variables
Learn: create and use variables
3. Draw Circle
4. create Ball object
Learn: create an object
5. Move Ball
Learn: write a function
6. Ball wall collision
Learn: use if/else statements
7. set game over condition
8. create paddle object and draw it
9. move paddle
10. let paddle and ball collide
11. create bricks and set positions
12. draw bricks
13. let bricks and ball collide
14. update score and lives
15. let bricks respawn once all are gone

Available Functions

- function drawBoard (*width*, *height*, colour);

- `function drawCircle (x, y, radius, colour);`
- `function drawRect (x, y, width, height, colour);`
- `function drawScore (score);`
- `function drawLives (lives);`