

Here is the discussion forum for this part of the course. You can post your comments and share your creations here, and of course ask questions.

Let us suggest some topics of discussion and optional projects:

## SUGGESTED TOPICS

- Did you know about event handling in JavaScript before?
- How can we handle more efficiently multiple key press altogether with mouse button clicks, mouse moves, etc? The course gives all the basics but there may be other more elegant ways.
- Did you know about [a gamepad API](#)? [Read this](#) if you want to try it.
- How do we make a responsive game that works in a canvas?

## OPTIONAL PROJECTS

Here are a few project ideas. Your classmates and the team who prepared the course will all be glad to try them and give some feedback. Please post URLs in this discussion forum. These projects are optional, meaning that they won't be graded.

- **Project 1 (easy)**: Make one of your drawings move in all directions (left, right up, down, then diagonals) using the arrow keys.
- **Project 2 (a bit harder)**: Make an animated chart. When the page is loaded, the chart "grows" until the chart bars reach their "normal" value. Another variant is to use animated colors or shadows in your chart.
- **Project 3 (a bit harder)**: Make your monster follow the mouse + open its mouth and change color when we click on a mouse button. If you manage to make it scream, it's even better (use a hidden audio element and call play(), advanced users may give a look at [the howler.js JavaScript library](#) that loads sound samples in memory and plays them on demand).
- **Project 4 (advanced)**: On the Web, look for JavaScript functions for detecting collisions (circle/circle or rectangle/rectangle), and try to make a

small game where your monster must "eat" some balls that bounce on the screen. Every 5s new balls appear on the canvas. Make your monster go towards the mouse pointer. You can use `var angle = Math.atan2(dy, dx);` in order to compute the monster angle, `dx` and `dy` = difference between the monster and mouse positions.

- **Project 5 (easy to intermediate):** Put into practice what you've learned about the responsive canvas and develop an example of your own. The difficulty may vary depending on the things that are drawn or animated.