Here is the discussion forum for this part of the course. Please either post your comments/observations/questions or share your creations.

Let us suggest some topics of discussion and an optional project:

SUGGESTED TOPICS

- The gamepad API can also be used for serious applications. In our laboratory we remote control a mobile robot with a gamepad and a P2P connection using the WebRTC API. Do you know other applications or demos on the web that use the gamepad API?

- If you write a nice demo or find any interesting tools relating to the gamepad API, please share in the forum!

OPTIONAL PROJECT

Have a go at improving the last example:

- Add gamepad support if you have a gamepad

- Make the canvas bigger, add a background if you like (remember you can do this using CSS, or draw something on the whole canvas area instead of clearing it),

- Improve the appearance of the monster, try animating parts of it,

- Try to make it "follow" the mouse,

- Start adding sound effects using skills you learnt in Week 1...

- etc.

Feel free to experiment and be creative!