Process:

        Started with a proposal that had sketches of what the game would look like.

        Worked on base features such as movement between areas, and interaction with objects and monsters. Then fleshed those out to have combat, and items that unlock abilities and increase stats.

Sources:

https://developer.mozilla.org/en-US/docs/Web/JavaScript
https://freesound.org/people/OtisJames/sounds/215162/ thud sound effect
https://freesound.org/people/adamgryu/sounds/336023/ crumbling sound effect
https://freesound.org/people/wesleyextreme_gamer/sounds/574821/ sword slash
https://freesound.org/people/HighPixel/sounds/431174/ fireball explosion
https://freesound.org/people/steaq/sounds/577464/ interaction sound

Special:

        Nothing too crazy I think in the project.

Requirements Met:

        I have several ES6 Classes including child classes

        My HTML and CSS are valid through the validators from the project overview

        The console is free from errors.

        Documentation included as a pdf in the about page

        Proposal on time

        Prototype available for critique