

Match Wars – Changes and Fixes

- Added a life meter (HTML and CSS only)
- Refactored door transition CSS to more easily activate with JavaScript
- Added “clickCard” function to the Game class
 - o Not complete
 - o Currently just triggers an open and close animation of the door
- Moved the card array to a separate JavaScript file
 - o Keeps the core game script less cluttered and easier to follow
 - May compress into a single file at the end...
- Fixed sound FX bug in Safari where about a 0.5 second delay occurs when a SFX is played using a click event and an audio tag
 - o Found out it is a common bug with no quick solution
 - o Solution:
 - Used a JS mini-library called lowLag to fix the bug
 - <https://lowlag.alienbill.com>
 - lowLag use the WebAudio API to get around the bug
 - Simple and small library...works great
- Worked on the endgame SFX and music effect
 - o Not yet complete or implemented
 - o Currently commented out in an unused “endGame” function