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## Project 4 Documentation

For the requirements the game is functional and there are no bugs or errors that I have found. I have included audio to make the game more entertaining. I personally really like the simplistic nature of the shapes that are created by PIXI. It reminds me of older web based games. For this project I didn't use any CSS except for changing it within the JavaScript. I also didn't use any images. All of the large chunks of code should be commented as well as a few of the smaller sections. I have separated the JavaScript into three different files to make it easier to navigate.

I think that overall the project that I made went well and I actually had a lot of fun making this project. The only thing that I couldn't really get to work was looping the background sound when it ends. I also struggled with getting the player to not pass through walls when they increased their size. However I eventually got it to a point where the player would just shrink whenever they hit a wall. I decided to turn this into a feature so that if the player got too small then they would lose. In the future I would like to add more levels as I only had time to make two. I worked alone so I did all of the coding. For this project I think I earned around an A- to a B since I'm not really sure what my above and beyond would be.