**UDACITY-PIXEL-ART-MAKER**

This game was built for the Udacity Google Front End Program. The purpose of the project is to demonstrate understanding of JavaScript and HTML event listeners by building a single-page web app that allows users to draw pixel art on a customizable canvas.

**HOW TO LOAD THE PAGE**

You can run a hosted version of the app at https://Korexma.github.io/Udacity-Pixel-Art-Maker/

To run a local copy, clone or download the code repository at <https://github.com/Korexma/Udacity-Pixel-Art-Maker.git> . If downloaded, unzip the folder and run index.html in your favorite browser.

**HOW TO USE THE APP**

1. Set the canvas size using the width and height input selects boxes. When finished, click on submit.
2. Choose a color from the color picker input box.
3. Click on any box in the grid to change that boxes color.
4. Repeat steps 2 and 3 until your design is complete.

Have fun!!!

**RESOURCES AND DOCUMENTATION:**

* [MDN > <input type="color">](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/input/color)
* [MDN > EventTarget.addEventListener()](https://developer.mozilla.org/en-US/docs/Web/API/EventTarget/addEventListener)

**UDACITY RESOURCES:**

* [Udacity JavaScript Basics Course](https://www.udacity.com/course/javascript-basics--ud804)
* [Project Overview](https://classroom.udacity.com/nanodegrees/nd001/parts/9e34624d-cdc8-4cd7-9d7e-78943413e645/modules/86dad2ab-1bb7-4c90-bf91-2d0a90e0ab03/lessons/67c36bb7-3dc7-4c17-a971-05eebbfc31bc/concepts/9c749ac2-1268-4e57-b2e4-6e8f5d77116d_)
* [Starter Code](https://github.com/udacity/project-pixel-art-maker-starter)
* [Project Rubric](https://review.udacity.com/#!/rubrics/641/view)

NOTE: This project is guaranteed to work if you are using the current version of Edge, Firefox, or Chrome.

Based on the [Udacity project Pixel Art Maker](https://github.com/udacity/project-pixel-art-maker-starter)