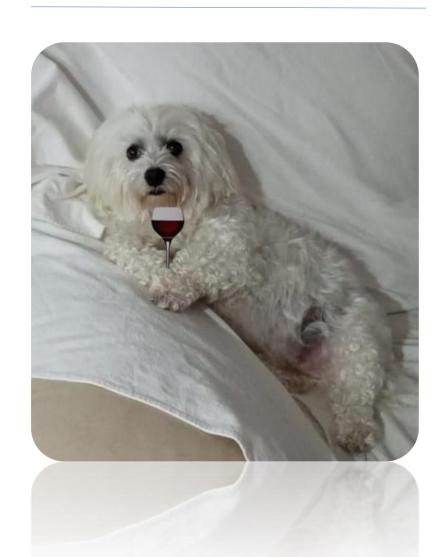# Jazz & Wine

- **what the project is about & main functionalities:**

A player moving right and left has seek for collision with some class of object and has to avoid collision with an other class of object. Some sum and other substract points from the score. The goal is to certain amount of points.

- **challenges & learnings:**

- Deep understanding of how classes on JavaScript work and how to implement them properly.

- The split and organization of different JS. folders.

- The use of flex-box and the positioning of CSS.

- The power and practical use of array loops.

- The biggest challenge has been to re-factor and display graphical stuff on the browser.

- **if we started this project again:**

I would re-factor from the beginning.

- **Backlog:**

More refactoring.

Creating a class for score.

Creating a run out time to get to the main goal of 100 points.

Improve the crop of the player image.