For my putting assignment I made a game called adventures of stickman. It was a very difficult project to obtain with many different layers of code that needed to run on a single event loop.

The useful part of the planning process was the checklist of events, this was to make sure I kept on track with what I was doing and I didn’t lose sight of the projects smaller parts. Also since this was such a large project it was made much easier by splitting it up into smaller parts so I was not overwhelmed.

The design of my app did not change much from my beginning drawings that I made. I kept it as a tutorial for a game I may make in a future project, all that was changed was the wording on the screen.

The most challenging part of the app was being able to have multiple key down events fire at the same time. This was because chrome could not from my understanding, continue multiple key downs if for example, the left arrow is clicked, then the up arrow is clicked as well, if the up arrow is lifted, it would fire a key up event and not continue to recognise the left arrow key. To solve this issue, I used an array to store key down events and remove them on key up, then before every key down or up event, it checked the array to see what values were in the array and have a response based on the values in the array.

I was not able to implement collision detection in the time limit. This was because of the difficulty it took to implement it with the event loop I had running to ensure the multiple key events were fired.

I hope you enjoyed my project.

-Pano Fatouros