Референсы на функции JavaScript-игры

initializeGame(), initializeGrid()

https://developer.mozilla.org/en-US/docs/Web/API/Document/createElement

https://www.youtube.com/watch?v=lhNdUVh3qCc

getRandomColor(usedColors)

https://stackoverflow.com/questions/8435183/generate-a-weighted-random-number

https://dev.to/benjaminadk/weighted-random-color-4abm

generateUpcomingBlocks()

https://www.youtube.com/watch?v=H2aW5V46khA

https://codepen.io/marcopeg/pen/RwPexjP

handleDragStart(), handleDragOver(), handleDrop(), handleDragLeave(), handleDragEnd()

https://developer.mozilla.org/en-US/docs/Web/API/HTML_Drag_and_Drop_API

https://www.youtube.com/watch?v=PeY6lXPrPaA

canPlaceBlockAtPosition(), highlightPlacementArea(), clearHighlights()

https://stackoverflow.com/questions/22325313/hover-over-a-grid-table-in-html-css-and-highlight
-multiple-cells

https://gamedevelopment.tutsplus.com/tutorials/match-three-game-algorithms--cms-29312

checkColorConvergence(), showNoConvergenceMessage()

https://www.youtube.com/watch?v=GWc7QppCPHM

https://stackoverflow.com/questions/279539/best-way-to-detect-adjacency-in-a-2d-grid

placeBlockInGrid(), highlightCells(), clearHighlightedCells()

https://developer.mozilla.org/en-US/docs/Web/API/Element/animate

https://www.cssscript.com/block-grid-animation/

findMatches(), removeMatches()

https://www.youtube.com/watch?v=GWc7QppCPHM

https://www.redblobgames.com/pathfinding/a-star/introduction.html

applyGravity(), moveCell()

Референсы на функции JavaScript-игры

https://gamedevelopment.tutsplus.com/tutorials/match-three-game-algorithms--cms-29312

https://phaser.io/news/2020/03/how-to-make-a-match-3-game

checkForMatches(), findCenterCell()

https://www.gamedeveloper.com/design/designing-a-combo-system

https://codepen.io/nodws/pen/jOpEYqR

createExplosionEffect(), showComboEffect(), showMegaComboEffect(), showMegaComboBrea

https://css-tricks.com/creating-a-particle-explosion-effect-with-css-animations/

https://www.youtube.com/watch?v=5wKQ8cHEzL0

checkForGameOver(), showGameOver()

https://gamedevelopment.tutsplus.com/tutorials/match-three-game-algorithms--cms-29312

https://developer.mozilla.org/en-US/docs/Web/API/Document/createElement

updateScore(), restartGame()

https://css-tricks.com/animating-number-counters/

https://stackoverflow.com/questions/4057440/what-is-the-best-way-to-reset-a-game-in-javascrip
t