Capstone Class: World's Hardest Game

Deaths: 0

What is our GOAL for this MODULE?
We use our knowledge of sprites, functions, loops, and sound to create a game.

What did we ACHIEVE in the class TODAY?
- Created "The World's Hardest Game".
- Reviewed concepts covered in the previous lessons

Which CONCEPTS/ CODING BLOCKS did we cover today?
- Revised the concepts learned in the previous classes
  - Using variables to store sprites
  - Creating sprites and controlling their movement
  - Bouncing off the walls
  - Using Game states to create different game behavior
  - Using logic and conditional programming to create an entertaining game.
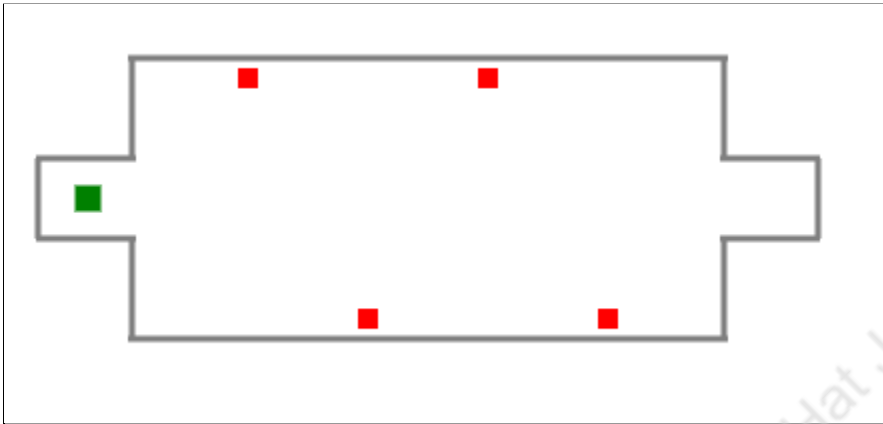
How did we DO the activities?
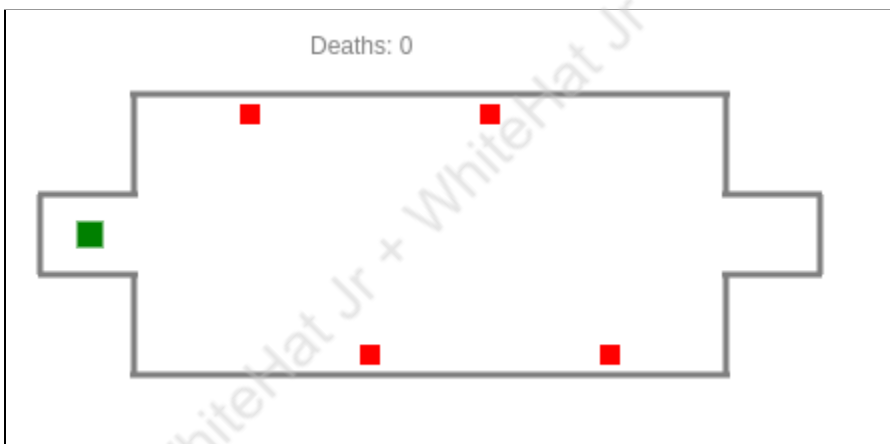
1. Create the walls of the tunnel.

2. Add a green square that can move with the left and right arrow keys.
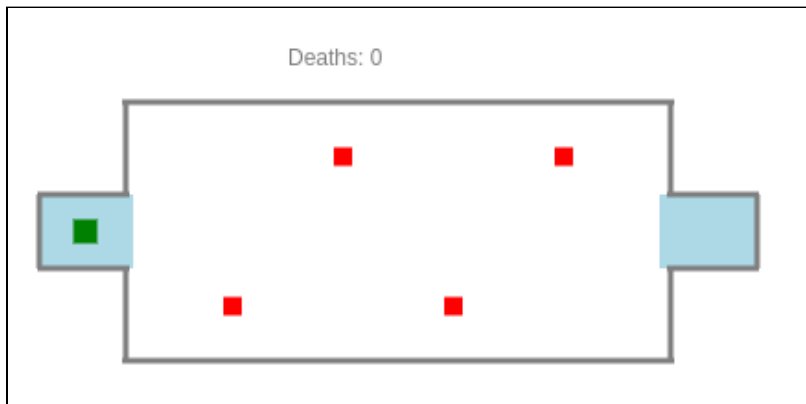
3. Add red squares that bounce off the walls.

4. Write logic such that the green square resets if it touches any of the red squares.
5. Create a count for the number of deaths in the game by the player.

6. Add sound and some style in the game.

What's next?

In the next class, you will set up a local environment to write and test code using JavaScript.