**INTRODUCTION:**

I was curious about learning the JavaScript coding before the beginning of the term. I always had a dream of developing the game in my life from my childhood days. Mario was my first game I had ever played in my life. Later I was influence by the game like PUBG and COD which broadened my imagination with different types of ideas to develop. When I got the assignment my hype were increased highly.

Many errors and bugs were seen while developing the games and for the solving those bugs I did a lot of research and I got some helped from my friends and finally was I was able to develop the game.

**1. Checklist of completed functionality:**

* Start button hidden after click
* Player movement in all directions within green grass area only
* Bomb fall from random area
* Bomb explosion in random area
* Collision detection and display game over
* Life lose after bomb hit
* Score point as you dodge the bomb
* Player name to entry after game-over
* Highest score display after game-over

**2. Testing:**

At first I checked all the code provided by university and analyzed how the code is working. There was some errors in the code provided by university like start button was not clicked and the players used to move above the green grass area when we moved it in a horizontal direction. Then I corrected those bugs and then I modified the certain code and implement in my assignment then I was able to solve the errors. While dropping the bomb randomly I faced a lot of problems. First of all my bomb dropping code was not responding, the bomb was not visualized in the game scenario. Later I edited and checked the errors and I took some help from my module leader and I was able to drop the bomb but still some errors were seen. One bomb was remained in constant position in top left screen it doesn’t fall. So I added some code in CSS and I managed it. Then while I tried for explosion many errors were seen like not closed function and using more brackets than necessary. While I was trying for explosion my start button stopped functioning and explosion used to seen in the center of the screen while I inspect the page. Then I took some help from my friends and brothers to solve the problem. Before the explosion the speed of player and bomb used to decrease after a certain time but after the explosion the speed of player and bomb were solved automatically. While I was trying for reducing the life after the explosion errors like bomb explosion was stopped. Explosion was seeing only after inspecting the page. Then the problem was solved later. Then I added the score point on the screen but while running the code score point stopped after the first collision and but the score was being counted we could analyze it through console. This problem was also solved and after the three times Collison with bombs the life get reduced by 1 each time and after the life is completed it displays game over. Type your name field will be displayed and your high score will be displayed through alert function. And finally I can say that I can’t run the code without running the entire game and waiting for the correct condition to be met for many functions like Collison and bomb explosion and creation.

**3. Evaluation:**

Finally the game was created. Many errors or bugs were seen but I tried to solve many errors but still some errors can be seen in the game. When the bomb explode if you are in the radius of explosion it will detect the one life lose. I tried to make life lose when the bomb fall above from us and when we get hit from above then only life would lose. As long as you play the game, the speed of the game decreases. After the completion of game you can see game over but you can’t click it to restart the game alert function has been called you need to click on it. In this game the movement of player is smooth and comfortable. The bomb falling and explosion is also done at exact timing. The score board can count how much bomb did you dodged in a proper way. The start button gets hidden after the game is started. The life gets decreased at the same time as you get hit by a bomb. If I had got more time I would have add the sound of bomb explosion in the game. I could have created arrow and hit the bomb. Creating the level was the difficult task but I would have tried it if I had got the time for research. The sound of bomb blast would have made game looks like real and making the level would have made the game interesting to play.

**Referencing:**

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**Conclusion:**

The purpose of this assignment was to develop a game and to acknowledge my JavaScript skills. Since I was able to build my very 1st game successfully with my skills and research. I have not only learned the errors, debugging, and bug but have also learned many ways to recorrect the error and bugs. I was able to show my creative side, through the concept of JavaScript in this project.