

Module 5 | Project 4 - JavaScript and jQuery

Project Report – Renan Queiroz

The code for the project was written entirely using Visual Studio Code, since as described in the previous reports, it is the program I am most familiar with.

The webpage was constantly tested after each iteration on both computer and Android smartphone. The browsers used for testing were Edge Chromium (on Windows) and Chrome (on both Windows and Android running on a Pixel 2 XL). I also used the device emulation tool inside Edge Chromium to allow me to see the look of the page on other mobile devices of different resolutions, such as iPhones and iPads, and that allowed for quicker prototyping since I would not have the need to copy the files over to my phone in order to retest the website.

The JQuery learning curve was nowhere near as bad as I expected. On the contrary, it has some really useful functions that helped me finalize the UI of the page. For example, it was very simple to add animation to the X's and O's using JQuery simply by using the `animate()` method.

Among the features added were a score count, a tracker as to which player is taking the current turn using colors, and a more friendly game over message, along with a restart game button.

Overall I really enjoyed this assignment, and I am excited to start working on the portal that hosts my projects.