

## Coursework Report #2

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### 1. Differences

I didn't think that I would need a server for the contact page to send the users submissions by email. I was researching for possible workarounds but decided to remove this feature for now, since it is not necessary for the project. The PHP-Script and the whole Client side got implemented but the server part is still missing.

The game doesn't have any sound. I couldn't find a satisfying result to play background music. The sound would have been a nice feature but isn't necessary for the gameplay, so it got removed.

A dialog window was added via JavaScript, which prevents the user from accidentally leaving the game and losing their progress. This dialog window is only activated when the player is in an active game. If he has completed the game, i.e. his life points have dropped to zero, he can leave the game-page without a dialog window.

I used different colours to some extent than originally planned because they are looking much better. The original idea was to use brown as the main colour for the game but I have noticed that green is much more fitting with the theme so I have decided to go with a dark green.

Besides that, I was able to implement all of my features and designs as planned.

### 2. Feedback

I uploaded the finished project to GitHub. I then sent the GitHub-pages link to several friends and asked them what they thought of my project. The feedback was almost entirely positive. There were design tips which I tried to put as best as I could. Everyone liked the way the texts were written and told me what

decisions they made during their game play. I've also got many new ideas for daily adventures that I am planning to implement in the future.

### 1. Future Features

I am planning to implement the daily story lines that I've received from my friends. There were many good ideas for the forest-area and one for the compost-area. It is relatively easy to implement them in the future. However, I want to split the JSON, which is still in my JavaScript-file, into small separate JSON files. This will make the whole project modular and makes it much easier to modify the storylines later.

### 2. What have I learned?

I have learned many new techniques and online-tools like coolers.co. I've had no experience with JavaScript and PHP. That's why I had to start from zero, following many online tutorials closely and playing around to see what works best in my case. I was able to consolidate my knowledge in HTML, CSS and JSON and learned how to structure my files to not lose the overview, since all my files got very big. I have learned that I must pay close attention to the different browsers and window sizes to make sure that the webpage is responsive and works on any browser as expected. At first, many divisions got messed up when the window was too small. That's when I noticed that user feedback is very important. Friends told me which browser they were using and what kind of problems they were facing. I learned that it is very difficult to plan a project from the beginning and that it is almost impossible to completely stick with the plan. When my complete game logic was finished, I realized how time consuming it can be

to adapt the design with css. I have spent a lot of time doing very small changes like button animations or colour fixes.