



Learn Git and GitHub without any code!

Using the Hello World guide, you'll start a branch, write comments, and open a pull request.

Read the guide

asd0999 / web_dev_fullstack Private

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Commits on Oct 15, 2020

hide toggle view switch on small screen devices



asd0999 committed 2 hours ago

banner show and hide logic during game flow



asd0999 committed 6 hours ago

training mode banner



asd0999 committed 6 hours ago

more css



asd0999 committed 6 hours ago

toggle1 css



asd0999 committed 7 hours ago

css @media



asd0999 committed 7 hours ago

toggle view + training mode functionality



asd0999 committed 7 hours ago

training mode and back button working, need to decide what functional... ...



asd0999 committed 16 hours ago

cant make up my mind about training mode argh



asd0999 committed 16 hours ago

css options, JS css manipulation interfering with with css @media



asd0999 committed 18 hours ago

bug fix



asd0999 committed 18 hours ago

🔗 Commits on Oct 14, 2020

done! training mode and back functionality with design changes



asd0999 committed 18 hours ago

bug fix with reload after invoking goOneStepBack()



asd0999 committed 18 hours ago

training mode



asd0999 committed 19 hours ago

comments, css, baby mode toggle



asd0999 committed 21 hours ago

goOneStepBack() second if condition check



asd0999 committed 22 hours ago

back button + baby mode



asd0999 committed 22 hours ago

testing out toggle button



asd0999 committed yesterday

🔗 Commits on Oct 13, 2020

css @media max0height + continue message on start up



asd0999 committed 2 days ago

minor edits



asd0999 committed 2 days ago

loading previous game implemented



asd0999 committed 2 days ago

local storage storing game state + modal if condition based on local ...



asd0999 committed 2 days ago

@media height OR width, body flexbox



asd0999 committed 2 days ago

**small screen, hide the board**

asd0999 committed 2 days ago

mp3 sound files

asd0999 committed 2 days ago

fixed setupSound paying only once when marbles are set up

asd0999 committed 2 days ago

fixed initial sound and removed all console logs

asd0999 committed 2 days ago



Commits on Oct 12, 2020

success volume increase, goodnight

asd0999 committed 3 days ago

sounds updated, win!

asd0999 committed 3 days ago

grid setup animation + sound change

asd0999 committed 3 days ago

highlighted marble size increase dependent on isMobileTablet()

asd0999 committed 3 days ago

increase size of highlighted marble

asd0999 committed 3 days ago

fixed modal on mobile position on mobile screen

asd0999 committed 3 days ago

discovered and fixed a logic flaw

asd0999 committed 3 days ago

commenting out isMobileTablet(), not reqd bc resizing div on load bas... ...

asd0999 committed 3 days ago

[Newer](#)[Older](#)