UDACITY

PROJECT SPECIFICATION

Classic Arcade Game Clone

Game Functions

CRITERIA	MEETS SPECIFICATIONS
Error Free	The game functions correctly and runs error free • Player can not move off screen • Vehicles cross the screen • Vehicle-player collisions happen logically (not too early or too late) • Vehicle-player collision resets the game • Something happens when player wins

Object-Oriented Code

CRITERIA	MEETS SPECIFICATIONS
Object Oriented Code	Game objects (player and vehicles) are implemented using JavaScript object-oriented programming features.

Documentation

CRITERIA	MEETS SPECIFICATIONS
README	A `README` file is included detailing all steps required to successfully run the application.
Comments	Comments are present and effectively explain longer code procedures. As a rule of thumb: describe what all custom functions and object methods do.
Code Quality	Code is formatted with consistent, logical, and easy-to-read formatting as described in the Udacity JavaScript Style Guide.

Suggestions to Make Your Project Stand Out!

Provide additional functionality to the game beyond minimum requirements, for example:

- Add collectible items on screen
- Multiple vehicle types
- Timed games
- Be creative!

Student FAQ