U D A C I T Y

< Back to Front-End Web Developer Nanodegree

Classic Arcade Game Clone

REVIEW
CODE REVIEW 6
HISTORY

Meets Specifications

Awesome work, champ!

You did it. Congratulations!

Good luck with the rest of your journey to become a world-class developer. Stay motivated, engaged and most of all, udacious! U

Game Functions

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

Game objects (player and vehicles) are implemented using JavaScript object-oriented programming features.

Documentation

A `README` file is included detailing all steps required to successfully run the application.

Comments are present and effectively explain longer code procedures. As a rule of thumb: describe what all custom functions and object methods do.

Code is formatted with consistent, logical, and easy-to-read formatting as described in the Udacity JavaScript Style Guide.

⤓ DOWNLOAD PROJECT

| 6 | CODE REVIEW COMMENTS | ❯ |

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