

STUDENT

Brian Buchalter

COURSE

Object Oriented JavaScript

Dear Brian,

Good job with your project so far. I really liked how you implemented the Player and Enemy classes, and that you used inheritance.

There is one change you need to do in order to meet specifications (you should reset the game each time the Player reaches the water). See below for more details.

If you have any questions, please send me an email at nd001-project@udacity.com.

I look forward to your resubmission!

Best,

Dimka and the Udacity Team

Game Functions**Does Not Meet Specifications**

- The game does not function appropriately or runs with errors (player can move off screen, vehicles do not cross the screen, vehicle-player collision does not reset game).
 - When the player reaches the water the game is won, and therefore should be reset.
 - Please reset the game when the player reaches the water.
- Student adds additional functionality to the game beyond minimum requirements.
 - Nice job selecting a new character for the Player in each new game.

Object-Oriented Code**Meets Specifications**

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

Code Quality**Meets Specifications**

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

Comments**Meets Specifications**

- Comments are present and effectively explain longer code procedures.

Documentation**Meets Specifications**

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

PROJECT EVALUATION**Project Does Not Meet Specifications**