JS GAME IDEAS

~~Snake – could have it moving through boxes~~

~~Quiz~~

~~Pairs – card data in an array, loop through it and put it on a page~~

~~PRACTICE LOOPING~~

~~Language learning game – pairs!!!~~

~~Mario~~

~~That game where you have a slider at the bottom, a ball and you have to bounce out the blocks (brick breaker?)~~

~~Bubble blast game~~

~~BRICK BREAKER GAME~~

~~Slider moves as you move mouse~~

~~Start button in middle, which disappears when player clicks on it and ball starts moving. (Could begin by just having simple button underneath).~~

~~Function to make ball carry on moving~~

~~Loop through functions to make ball animation work? Use x and y co-ordinates.~~

~~Look up:~~

~~Using a canvas~~

~~.requestAnimationFrame()~~

~~.getContext()~~

PAIRS GAME

Portuguese language learning game.

Two types of cards on each side of the screen.

Use a foreach to loop through an array with the data and display the cards?

Use math() function to mix up the cards

Could have all of the word sets in classes.

Drop-down menu to switch vocab sets

If you think you have a pair, you have to click the I’ve found a pair! (encontrei um par!) button

**English classes** could contain:

Male name of animal (next to a male symbol)

Female name of animal (next to a female symbol)

Picture

Portuguese or English word?

ENGLISH CARD – BIG Picture – underneath, small writing of male/female names

2 class extensions – ENGLISH CARD, FL CARD

CLASS OR OBJECT?

Class is a blueprint, so could make it more general so I can incorporate more word sets and then

OR could start off with objects and change to classes as gets more advanced?

English cards – include condition – if male and female name is the same, only show male.

<https://rioandlearn.com/animals-in-portuguese/>

Make harder by introducing plurals and female versions

Make harder by introducing an array of similar words or something else to loop through. Maybe things they eat? Could have this as a helpful hint – Portuguese foods. Array could be replicated across different versions of word groups by having each array item as a string with a piece of info e.g. “I eat fish”, “I like to hunt”, “I like attention” (or maybe have each third array item as an example sentence).

Could loop through the array and produce an unordered list when they click on the ‘hint’ button.

e.g.

“Fact 1: comem peixe”

“Fact 2: gostam de caçar”

“Example Sentence: Eu normalmente alimento o gato da vizinha enquanto ela está fora.”

NEW GAME BUTTON – triggers function that shuffles the cards (with a math.random?)

BACK OF CARDS – Brazilian flag and UK flag

RESPONSIVENESS – when getting down to mobile size could have the EN cards on top and PT cards on the bottom. Have them all in a grid (check how I did responsive grids previously).

IF you have already clicked on an English one, ensure you cannot click on another English one until you’ve clicked on a PT one and vice-versa.

A person begins with 3 lives – they lose a life for every wrong answer.

‘It’s a match’ button – when they think it is a match, they click this. If it is correct then the image of the correct one shows. If not ‘sorry this isn’t a match!’

Potential to be extended with extra features (list ideas below):

* Timer
* Click on the word to hear an audio and see an example sentence – could do this in an extension version? Premium version of the game? If clicks on audio and not got premium version, advise ‘sorry, you must be a premium member for this version’ or direct them to sign up.
* New word sets
* Example sentence for help – could have a button on the Portuguese card. E.g. Tigers can run up to speeds of (maybe include this as an array option in the hint – have it in a string)
* ~~Have a ‘cheat’ button on the Portuguese cards and it shows a picture of the English card or the picture of the animal?~~

QUESTIONS

#en-card-container {

border: 5px solid red;

height: 100%;

width: 40%;

font-size: 1rem;

display: grid;

grid-template-columns: 1fr 1fr 1fr 1fr;

grid-template-rows: 25% 25% 25% 25%;

Above – I set the rows to 25% so they’d fit. However when they were set to 1fr they overspilled – why?

Is it ok I took images from Google?