

**can you spot a real trump tweet game presentation?**



**a brief walkthrough by david azaria / wdi-hamilton-nyc / november 2017**

**so what did i set out to do?**

**i wanted to combine passions**



**and what did i actually do?**

**i went ahead and built a game!**

**and it included the following technologies/skills:**

**HTML**

**CSS**

**JavaScript/jQuery**

**Sublime**

**ESLint**

**Tidy**

**Git**

**Command line**

**Asking *lots* of questions**

# **which features did i include?**

**functional click events with toggles  
a user information form  
neat feature that requires user input!  
:hovers and :active CSS buttons  
media query for responsive color changes  
JS powered arrays, functions, if/thens, for loops  
jQuery DOM manipulations  
string match for point accumulation...**

**...just to name a few things!**

# **what constraints did i have?**

**some of the technology, e.g. functions with global/local scope  
was not the easiest to implement**

**there is a good amount of refactoring that could/needs to be done**

**more time here would allow for a better v2 of the game**

**...just to name a few things!**

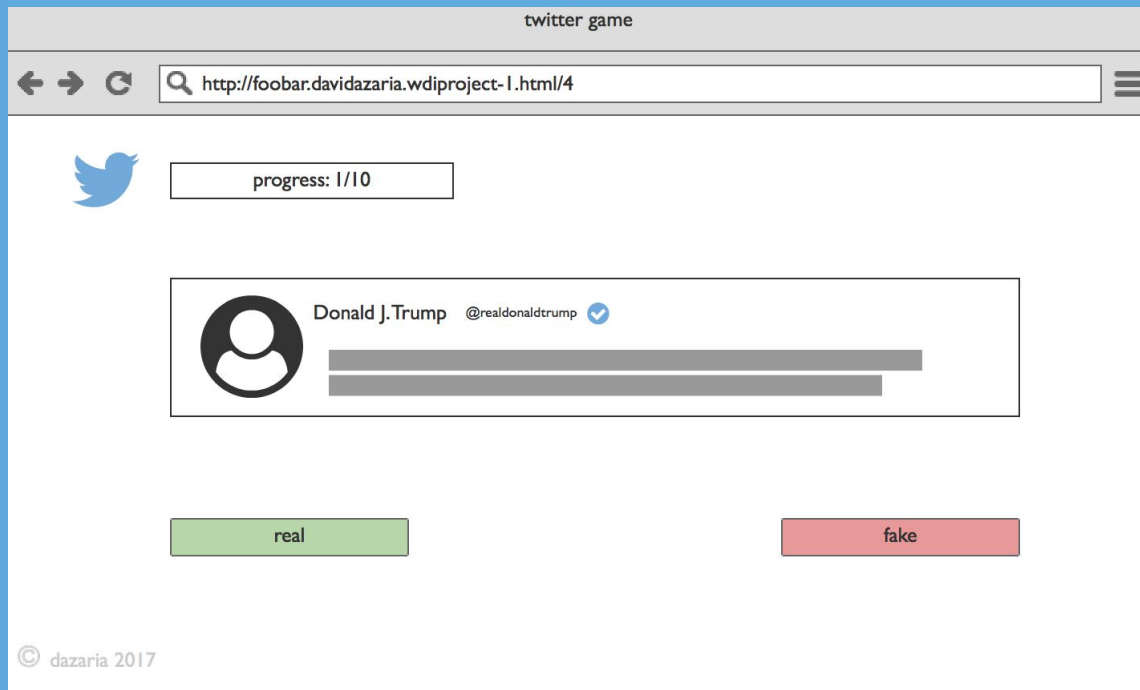
**anything you should know?**

**check out the README file! that should give  
some context why i built what i built.**



**enough talking! show me the game!**

# wireframe example



# real game example



**et voilà!**



**thank you!**