**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](http://udacity.github.io/frontend-nanodegree-styleguide/javascript.html). |

**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!