RECYCLE RUSH

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About me

- Born in Portugal, based in Berlin (moving out soon)

- Data/Backend Engineer - missing Frontend

- Ocean additc

Project inspiration

- Save our playgrounds <3

- Sustainably raised

- Germans - **don't** mess around with recycling

- Gamigy life to learn

First time recycling in Germany

The game

Score points

Quickly sort falling garbage into the correct recycling bins (keyboard arrows)

Loose points

Don't drop trash on the floor or on the wrong bin!

Level up / Game over
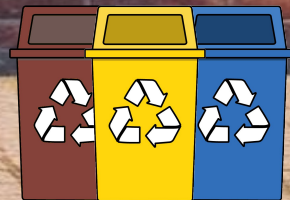
As you score, trash falls faster.

Learn by losing - random facts at the end

Challenges

My biggest issue was to code the **randomization** of the recycling bins. I managed to handle it with JS, but to reflect it in the DOM became tricky.

On top, I add to match the falling garbage type with the bin type (paper > blue, glass > green , etc).

If there was more time

- Make use of mouse control to collect falling garbage into bins.

- Several falling trash items in the game-screen.

Demo

START
GAME