Project 1 – Read.me

Brief explanation of the game:

Link to the game – added at the end:

Overview and Concept:

Had 1 week to complete

Grid-based game using HTML, CSS, and JavaScript to create

Technologies used:

HTML:

CSS:

* To get 15 boxes across – make grid boxes 6.666% of width and height
* Grid = 100vh of page,

JavaScript:

* Keydown event to move player left and right
* setInterval to move enemies across and down the board
* seInterval for enemy to fire
* click events to start the game

The approach taken:

Day 1:

Day 2:

Etc etc

Screenshots

When page is loaded:

Brief description and screenshot

When game starts:

Screenshot

Bullet points of what happens

When player moves:

Keydown event moves player left and right

They cannot move off the grid either to the left right or down, they also cannot move up a grid row

Key Learnings:

Challenges:

Future improvements:

Bugs:

Got the grid and player in easily

Got the shark in and to move across to the right and down one, but couldn’t get it to move to the left.

couldn’t get it to remove the stark before – moved the remove function to be inside the interval –

Got it to move across and remove the shark before – but non going back and forth between the last, and second last boxes.