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CSE 121B

W05 Project Idea

**Project Idea**

For my final project, I will be making a dodgeball game. A character will be trying to avoid being hit by the ball(s). In my code, I will have multiple functions that create the balls and the character as well different actions. I will also use an event listener to move the character around when the keys are pressed. There will be conditional branching for different scenarios of the balls. Objects will be used to define the character/balls. I will also be using modules to determine different aspects of position and events.