Game Document
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Does the final solution represent what you proposed?
I am satisfied with my project as I believe the final solution mostly represents what I proposed, except for some small changes I did not know how to implement. I had to cut out the idea of adding a random chance to get double points, but in the end I do not think it was necessary to the mechanics of the game. I did not have time to change the main image randomly while clicking, but I instead added the ability to hear a random sound effect once in every 10 clicks.

Did the data proposed reflect what was used in the final version?
I believe it did, as I made an effort to stick to the design and game mechanic choices I made in the beginning of the module. The only differences are the aforementioned changes I added in an attempt to flesh out the game more.

What problems did you encounter? How did you solve them?
Most of my problems were due to conflicting variables or small mistakes in the code that I was able to fix after fixing formatting issues. One of the main issues I had is that I had a variable called "start" and a function with the same name and they clashed. This was a simple fix, as I just needed to change the "start" function I added that controlled certain variables.

I included an event listener to make a noise when the cat image is clicked, but it was not attached to the cat because the addEventListener statement appeared before the cat was added to the page. This was another simple fix that slipped past me initially.
I also had an issue with stopping the click counter from increasing after the timer ran out, but this was remedied with an "if" statement.

Did you have to deviate in any way from the logic you proposed? Why?
The data proposed reflects almost exactly what I used in the final version as I stuck to a fairly simple concept. The main differences lie in my implementation of a highscore system and leaderboard table, which I believe helped to flesh out the game more. My original method for adding different levels used <a> tags, but I then learned that they are not necessary if the game fully takes place on one page.

What did you learn from the assignment?
During this project I learned many things about integrating Javascript into projects, including utilising variables to accomplish tasks like registering clicks, setting different countdown timers for each level, and also stopping the game from breaking after too many clicks. I really enjoyed designing the visuals for the game and sticking to a simple, childish theme. Adding features such as an image hover shake with a CSS keyframe animation was also very fun and effective, as was learning how to add a game without having to refresh the screen in between movements.