An Analysis of My First JavaScript Game

Towards the end of Summer, 2020 I stumbled upon a recommended video on YouTube: How to create Candy Crush in JavaScript by Ania Kubow. This piqued my interest because come Fall, 2020 I will be taking a course on graphic design with JavaScript and I will be developing games in the same manner. The tutorial is very insightful, however, there were some logic flaws in the code that I managed to correct. There are still some areas for improvement (like security), but I digress because the game can be fun during the Fall season due to its Halloween theme and one Easter egg. Although the development and launch of this game was fast because of Ania's tutorials, users will be put off by their browser's security warning when going to my game's website. There is little to no security risk since there is no sensitive information being passed back and forth, however, I would still like to address the issue.

Development Strategies

My first development strategy was to finish the video and see if I get the same results. This took about three days because I take rigorous notes in the code to reinforce my understanding. The comments (notes) in my code allow me to pinpoint certain focus areas that make the game work accurately. This is where I found that some of Ania's bounds for the game's logic were wrong and not working properly when tested for certain scores. Also, she gives functioning code that does not break, so it is not immediately obvious that there is something wrong. Debugging became my development strategy.

My other strategy was to put one Easter egg in the game. My girlfriend gave me the idea to make it Halloween-themed, and so I decided to make it a little extra fun for her with a hidden secret. I wanted it to be a score of six in a row. As it turns out, six is not possible without scoring

a three or a four-pointer, so I had to place it in one spot on the game board. It can be obvious if there are three or more squares that are not being scored. It is at the very bottom right, across; not up.

Ania's Overall Teaching Effectiveness

I found that Ania's methods are okay. I feel satisfied by the fact that I was able to get the game working, looking fun, and uploaded online. Some of her methods need some more focus. For example, to get this game public and quick I watched another one of her tutorials on the fastest way to launch a website. I did it and now my game is public, however, users will get a warning saying that my site is not secure. Ania does not show users how to make it secure.

Solutions

I did some research and found several solutions for the security problem. The issue is that I need to get an SSL certificate to make my site HTTPS instead of HTTP. There are other methods that I could use to do this, such as, Amazon Web Services through Docker since AWS already has SSL certificates. This will be a great way to test my security skills as I work more on these solutions.

Another suggestion for Ania's tutorial would be for her to correct the bound values on her video because this can be misleading for inexperienced programmers who cannot figure out why some scores work, and others do not execute like it would be expected to.

Conclusion

Following YouTube videos on how to create things with code must be taken with precaution because you might end up debugging misleading code. I did enjoy the learning

experience and it opened my eyes to the realm of possibilities with what one can do on a website. I feel fortunate that I can experience it first-hand and solve the underlying issues on my own.

This game is **not** mobile-friendly! Website: https://hallow-crush.hostman.site If you end up with a security risk alert warning you can click “advanced” and still continue to the site. There is no security risk since you are not sharing information with me and I am not requesting any information from you. This is a static page that works like a video game.