Game: Candy Counter

Creator: Koren Lam

*Objective of the game*

I had designed a simple puzzle game which involves identifying the number of candies within 10 seconds. The game generates a random amount of candies depending on the difficulty level chosen. Games that test an individual's short term memory skills are proven to increase long term memory skills if training partakes everyday. What really inspired me to create this game was a memory game I often played when I was young called “Potato Counter” from www.neopets.com website.

*How does your game differ from the assignments done in class (Styling and method)*

I had decided to incorporate 2 assignments and create a game altogether using both user feedback and an array of candies. My final project used the SVG layout content from previous assignments (Game with a moving object and array) however I had customized many browser tools for aesthetics and better accessibility of the game.

*Your thought process in designing and programming the game*

*- Any new code from the internet*

When designing the game I

*Challenges*

*Reccomendations to improve*