Week 9: Submit your draft project implementing concepts from Week 2–8. Justify how and where you have used each week's concepts.

Week	Concept	Which part of project
2	HTML links	<a href> to link a HTML to the next (the next page that the user sees upon interaction with button)
	HTML Structure <body>, <header>, ids etc.	<header> for references to CSS and JS script (if applicable) <body> to put forms that the user will interact with to start the game, instructions and information Ids makes CSS styling easier and can help me to identify what part of the code does what for the game
	CSS	To style the game so that it has a coherent color scheme, aesthetic, positioning so that the game is easily perceived by user and easy to navigate
	Using comments	To inform me which code is for what part of the game, helps to make the code more organised
	Psuedocode	Inform me of the structure for codes and the sequential steps for the game
3	Declaring and using variables, using strings	Helps to associate a piece of data that I can later store and manipulate, especially for my functions such as variable for user's name
	Using developer tools, console, terminal	Helps to check and debug errors, informs me of what part of the code contribute to which part of the game
	Operators and math	Use to calculate scores and maybe use math to animate paths(?)
4	Using functions	Having a set of parameters: Acknowledges what variables will be involved in the function when called

		Contains statements to be triggered:
	Displaying object properties with getElementById.innerHTML	Game requires collection of user's name so that the game instruction address the user and makes the game connect to the user
	String	Not sure how to use it as of now but maybe can use it to collate scores of user
5	Using Javascript to change HTML content	Based on user's name input and choice selections, can modify the instruction text and customise the game process for the user
	Event listening	To listen to user's interaction with the game: for example, click = +1 point or click triggers a function that pauses music
	Using buttons	The means through which user's interact and gets directed to the following pages or steps in the game (triggers functions), easy to visualise and navigate Added hover styling for buttons so that user knows that the button can be interacted with and can trigger the next steps in the game
	Different variable scopes	Understand what variables have to be accessed beyond just 1 function (for eg. user's name information) and which variables can be accessed within the specific functions
6	Arrays	Use for scores, for positioning of game objects (?)
	If then loops	Can use to turn on or off music
	For loop	Quantify user's interaction in the game to count scores
7	Using <canvas>	Use to contain graphics like game objects that I want to animate
8	-	

Week 9 progress:

1. Did up starting page, haven't made music controls properly, not sure if this is the aesthetic and theme I am going for in my game but I'm using this now as a placeholder
2. Did up the form for the user to type in their name, didn't wanna use JS window prompt because it's kinda ugly so I took a while to figure out how to properly make my HTML form functional, want to darken the background but haven't been successful in doing that yet
3. Did up the instructions page, might edit the instructions later to make it more coherent, and haven't managed to highlight the user's name for the instructions paragraph
4. Created a separate HTML page for the game demo for the user but currently trying to figure out how to animate the objects for the game

Difficulties encountered (and some resolved):

1. Didn't know how to make a name collection form functional beyond just using <form>
   a. Solution: searched Youtube and found out this thing called 'localstorage' in JS exists so I am using it to store user's input for their name and then using that information to put into the instructions page to address the user
2. Didn't know how to go to the next page after clicking button without using <href> to link
   a. Solution: Searched google and found out I could use form action
3. Wasn't sure how to add music to the background of HTML
   a. Music didn't work on chrome but worked on my safari, still figuring out why
   b. Haven't made control to turn on and off BGM in JS yet, only created button so far just to see what it looks like
   c. Not sure if I can make the music continue as the user navigates subsequent HTML pages (haven't found an answer yet)
4. Not sure what CSS to use
   a. Solution: So far took inspiration from the many rhythm games I play
   b. Font is still kinda ugly
5. Might still change the game formatting a bit if its too difficult to position things as planned or too hard to animate stuff like an actual rhythm game