**NM2207 – Game – Lisa Darles**

I created a game using a lot of elements we studied in class during all the semester. My game is based on the idea of a dodger game: a ball has to be dragged around without touching the black calls emitted by the computer. Unfortunately, I didn’t have time to making it perfect, so it is lacking of design and creation. I chose this game because I could use most of the skills we learned and the functions we created during our previous assignments.

First, I created all the elements I needed: an array of elements that will be used to create the black balls, the paper that will support my future elements, my start button and my dragged element. Then, I gave them some attributes in order to style the created elements or give them specific shapes.

From then, I created the structure of the game: a ready function that defines what the page should look like when the player hasn’t started to play yet. Then, a start function that hosts different variables depending on the level the payer chose. To do this, I used the “if” statement studied in class three times, because I have 3 levels possible in my game. I then created the reset function that is used to end the game. This function is supposed to stop all the dots and start over from the beginning but it doesn’t really work.

Following those function, I created to other functions that are called in the start function since they are the ones who create and make the dots move. The “emit” function created and emit the dots from a random position thanks to the Math.random element. The “draw” function then, is the one who moves to dots around following a random path. Since the dots are emitted at the left-top corner of the paper, I included in the draw function “if” statements that can keep the dots in the paper.

The last element of my game is the code that is adding an event listener to the yellow object that has to be dragged around and including a “distance” function created for a former assignment in order to end the game when the yellow dot touches the black ones. The event listener is done in three steps: a mousedown event, then a mousemove event that hosts the distance function, and a mouse up event that stops the event listener. The mousemove event creates new coordinates for the dot that are the same as the mouse ones. It also calculates the distance between the coordinates of the mouse and of the dots and end the game if the coordinates are similar.

I wish I had more time to make this game perfect but I couldn’t do more. I am sorry for the level of that assignment, I really learned more than that during the whole semester with you.