



## PROJECT SPECIFICATION

**Classic Arcade Game Clone****Game Functions**

| CRITERIA   | MEETS SPECIFICATIONS  |
|------------|---|
| Error Free | <p>The game functions correctly and runs error free</p> <ul style="list-style-type: none"><li>• Player can not move off screen</li><li>• Vehicles cross the screen</li><li>• Vehicle-player collisions happen logically (not too early or too late)</li><li>• Vehicle-player collision resets the game</li><li>• Something happens when player wins</li></ul> |

**Object-Oriented Code**

| CRITERIA             | MEETS SPECIFICATIONS   |
|----------------------|--|
| Object Oriented Code | <p>Game objects (player and vehicles) are implemented using JavaScript object-oriented programming features.</p> |

**Documentation**

| CRITERIA     | MEETS SPECIFICATIONS   |
|--------------|--|
| README       | A <code>README</code> file is included detailing all steps required to successfully run the application.   |
| Comments     | Comments are present and effectively explain longer code procedures. As a rule of thumb: describe what all custom functions and object methods do. |
| Code Quality | Code is formatted with consistent, logical, and easy-to-read formatting as described in the <a href="#">Udacity JavaScript Style Guide</a> .       |

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### Suggestions to Make Your Project Stand Out!

Provide additional functionality to the game beyond minimum requirements, for example:

- Add collectible items on screen
- Multiple vehicle types
- Timed games
- Be creative!