

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	Game objects (player and vehicles) are implemented using JavaScript object-oriented programming features.

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> .

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!