

Report

Display Feature Points

- Used stroke style to set a red drawing color. (line: 153)
- Draw the points using beginPath, arc, stroke. (line: 160)
- Experimented having beginPath and stroke outside the loop, but this resulted in lines connecting the dots. I consider it to be too noisy.

Display Dominant Emoji

- Set the font family and size. (line: 172)
- Chose an anchor point using the featurePoints property (line: 177)
- Got the dominant emoji using the emojis.dominantEmoji property (line: 178)
- Used fillText to show the emoji 20 pixels to the right of the anchor point. (line: 179)

Mimic Game

Show Random Emoji

- Added a global object to keep track of the state of the game (line: 185)
- Wrote a function to select a random element from an array (line: 206)
- Wrote a function triggered by a timer (line: 222)
- At a given interval (line: 231)
 - The target emoji in game state is changed (line: 233)
 - And then shown to the user (line: 234)

Match Players Expression

- Every second (line: 240)
 - If the API has returned a matching face, compare the unicode value of the dominant emoji with the target one (line: 225)
 - If they match increment the matching counter
 - If the player has matched the target expression the required number of times (line: 228)
 - Accrue one point to the player (line: 229)
 - Show the current score (line: 239)

Reset and Show New Emoji

- Every second increment the counter (line: 238)
- When a period ends, change the target emoji and reset/increment the relevant counters (line: 231)
- Wrote a reset function to support restarting the game (line: 211)
 - Call the reset function in the stop and reset button listeners (line: 65, 78)