

JavaScript Game

The task

Congratulations, you're a JavaScript developer! Now it's time to show the world your newly discovered powers!

You need to put everything you've learned in both Module 1 and Module 2 to the test by designing and building your own full functioning browser based game using HTML, CSS/SCSS and JavaScript.....

You have a few options to choose from depending on your confidence level with JavaScript. If you are not sure what to choose message a coach and they can always guide you.

Previous trainees have built a range of different games from quizzes to connect 4 to dots-and-boxes and of course tic tac toe.

Start simple and add new features afterwards!

The end goal here is to have your own game that works and also pushes your understanding of JavaScript.

Let's build!

We're aiming for the following goals for this project:

1. **A working Game:** The main task is to create a Game not only will this test your understanding of JavaScript but how you break down a problem.
2. **Practice using Git and GitHub flow:** We want you to get as much practice as possible using git, GitHub and the command line.
3. **Apply what you are learning:** This is a great place to apply what you have been learning on all of the course so far. When you get it functioning really push on the UI, use SCSS, BEM, anything else you find on the web....really go mad!
4. **Be aware:** Collision detection is infamously difficult in JS so try to avoid this. Unless you want to really push yourself avoid HTML canvas as well.

Requirements

- **PSEUDOCODE:** Do it. Trust me, you will thank yourself.
- You need to have it as a public repository on GitHub
 - In the repo you will also need a [README.md](#) with a short intro to the project.
- You must have at least **15 Git** commits for the project and repo on GitHub
- Your JS code must be formatted as functions or Classes!
- You must use **click** or **keypress** events in JavaScript to trigger the events in the game. (No refreshing to start the game again!!)
- Beware of following a "How to make a game in JS tutorial". Watching a video is not the same as learning to code. Some of the stuff you'll have to do we won't have covered so If you can't explain it or don't understand it, you can't use it.
- We would like you to take a Mobile first approach to the implementation. It needs to work on different device widths.