

3.4.8 Reflection

At the beginning of this lesson, the game worked, but the mechanics were oversimplified and predictable. Now we have a dynamic game that's fun and interesting to play again and again. Plus, the codebase is in a state where we can easily add more features without sacrificing maintainability.

Let's recap the highlights from this lesson:

- We used the built-in `Math.max()` method to prevent values from going negative.
- We generated random numbers with the `Math.random()` method.
- We converted many of our variables into objects to keep player and enemy data coupled together.
- We added methods to our player object to facilitate manipulating player data.

Take a moment to celebrate making it this far! The game is basically done, but the game jam isn't over yet. With the remaining time, we should get some feedback from other attendees to catch potential bugs or areas where the game logic can be improved.

In the next lesson, we'll compile a list of bug fixes and feature requests and see what we can check off before time's up!

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