

3.2.9 Reflection

Great job! You now have a game that is playable and nearly complete according to the MVP issue.

Let's review some of the key concepts covered in this lesson:

- We learned some of the basic building blocks of JavaScript and how to implement them in an application.
- We used pseudocode as the first step to start thinking about how to code. This helps us think in terms of the computer's instruction and also gives structure and organization to project building.
- We used arrays to store and access data at numeric indexes.
- We learned about `for` and `while` loops, which allow blocks of code to execute repeatedly until their conditional statements evaluate to false, which breaks the loop.
- We referred to the `console.log` and the `debugger` statement to identify variables in the browser at certain moments of the program's execution.

A predictable game can bore players, so with the remaining time let's add some interesting gameplay features to increase complexity and randomness. Engagement is a key metric for any game, so this will earn us some points with the game jam judges.

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