

3.3.1 Introduction

We technically have a game now where a player can fight (or skip fighting) several robots in a row. However, the rules are still pretty simple, and the game can only be played once unless the user refreshes their browser.

One of the things the judges of the game jam will be looking for is replay value, or replayability. At its most basic level, that means the game should be easy to play again. The gameplay defined in our MVP should reset without requiring a browser refresh.

To refresh our memories, let's look at the GitHub issue for the MVP again:

The screenshot shows a GitHub issue page for the repository 'lernantino / robot-gladiators'. The issue title is 'Initial Game Functionality - MVP #1'. The issue is open and was created by 'lernantino'. The issue description includes a 'Must Have' section with two bullet points: 'Build a game where a player's robot can fight another robot until one of them loses.' and 'If the enemy robot loses first, the player's robot will move on to fight another enemy robot'. The 'Features' section includes two bullet points: 'The player's robot's name can be dynamically created by the player through the browser' and 'The player is given the option to skip the fight by paying a penalty fee, or continue with the fight'. The right sidebar shows the issue's metadata, including assignees, labels, projects, milestones, and notifications. The bottom section shows the comment area with a 'Write' tab and a 'Comment' button.

lernantino / robot-gladiators

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Initial Game Functionality - MVP #1

Edit New issue

Open lernantino opened this issue now · 0 comments

lernantino commented now

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Description

Must Have

- Build a game where a player's robot can fight another robot until one of them loses.
- If the enemy robot loses first, the player's robot will move on to fight another enemy robot

Features

- The player's robot's name can be dynamically created by the player through the browser
- The player is given the option to skip the fight by paying a penalty fee, or continue with the fight

Assignees

No one—assign yourself

Labels

None yet

Projects

None yet

Milestone

No milestone

Notifications

Customize

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You're receiving notifications because you're watching this repository.

1 participant

Lock conversation

Pin issue ⓘ

Transfer issue

Delete issue

Write Preview

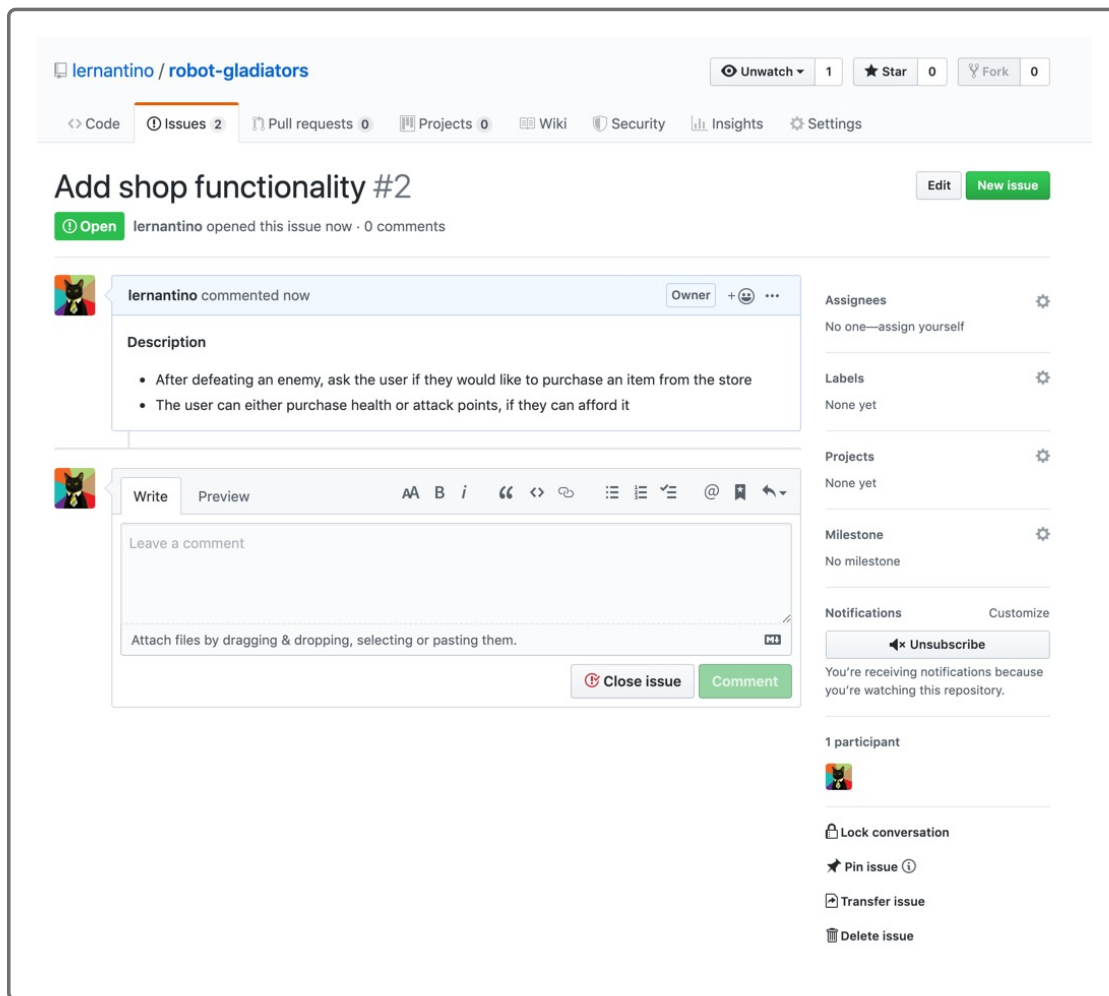
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Leave a comment

Attach files by dragging & dropping, selecting or pasting them.

Close issue Comment

More importantly, replayability means that players should *want* to play again. Having a shop feature—where players can spend money to refill their health or upgrade their attack power—would definitely make the game more interesting and engaging on subsequent plays. That will be the first optimization task we take on post-MVP, according to the next GitHub issue:



We'll leverage our knowledge of JavaScript functions to restart the game and implement this new feature.

Let's go over the objectives of this lesson:

- Use functions to keep the codebase organized.
- Use functions to control the flow of the application.
- Understand different levels of scoping in JavaScript.

Remember that functions help keep a codebase organized as a project grows in scope.