

## 3.3.8 Reflection

First of all, congratulations on finishing the MVP! Not only did you meet the goal of creating a "minimum" game, you're well on your way to optimizing the project with cool features like the shop.

Let's recap what we accomplished in this lesson:

- We wrote two functions—`startGame()` and `endGame()`—to control the flow of the game while keeping the code organized and DRY.
- We used additional `confirm()`, `alert()`, and `prompt()` methods to provide a better user experience.
- We built a new shop feature that can accommodate multiple input options thanks to the `switch` statement.

The game jam isn't over yet, but we're in a great place to submit something if we happen to run out of time. Until then, of course we'll continue adding improvements. For starters, the game plays out the same way every time. Players and enemies always do the same amount of damage. We definitely need to add some randomness to the mix!

Also, if we want to keep working on this project after the game jam ends, we need to make sure it's designed in a way that can scale more easily. In

the next lesson, we'll use JavaScript objects to restructure our code.  
Onwards!

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