**How Do I Complete This Project?**

* If you need a refresher on [**Object Oriented JavaScript**](https://classroom.udacity.com/courses/ud015), review our course and [**OOJS Notes**](https://docs.google.com/document/d/1F9DY2TtWbI29KSEIot1WXRqqao7OCd7OOC2W3oubSmc/pub?embedded=true). This [**Office Hours video**](https://plus.google.com/events/cvrejvitte5a37k1vfli1veler8?authkey=CIistZK2pbbqYA) and [**readme**](https://github.com/udacity/fend-office-hours/tree/master/OOJS/Object-Oriented%20Basics) is also helpful. The complete compilation of webcasts for the Classic Arcade Game Clone Project start [**here**](https://classroom.udacity.com/nanodegrees/nd001/parts/00113454010/modules/269645859775463/lessons/6196286785/concepts/68659333510923).
* If you'd like a more detailed explanation as to how the game engine works, see our [**HTML5 Canvas**](https://www.udacity.com/course/ud292-nd) course. [**Office Hours: Understanding Engine.js**](https://plus.google.com/u/0/events/cupbs3pbne7qkuqok4g0ldhntic?authkey=COGW25b5jbv3-AE) is also very helpful.
* Read the [**detailed instructions**](https://docs.google.com/document/d/1v01aScPjSWCCWQLIpFqvg3-vXLH2e8_SZQKC8jNO0Dc/pub) for the project.
* Download the [**art assets and provided game engine**](https://github.com/udacity/frontend-nanodegree-arcade-game).
* Review [**the video of the completed game**](https://www.youtube.com/watch?v=SxeHV1kt7iU&feature=youtu.be) and take note of the game's rules.
* Review the code and comments provided in app.js
* Identify the various classes you will need to write.
* Identify and code the properties each class must have to accomplish its tasks.
* Write the functions that provide functionality to each of your class instances.
* Review the [**project rubric**](https://review.udacity.com/?_ga=1.242571394.1230547285.1451946706#!/projects/2696458597/rubric) to make sure it's up to spec.