1. Intro (cf)
2. Classic arcade game clone Rubric <https://www.youtube.com/watch?v=1YHkmEBznac>
3. JS file explanations <https://www.youtube.com/watch?v=kD2-GOZLW88>
4. Object oriented programming <https://www.youtube.com/watch?v=QQV3k2MEPgA>
5. Html5 canvas and animationns <https://www.youtube.com/watch?v=nfhncEmRXlY>
6. Advanced topics developer tools <https://www.youtube.com/watch?v=QKOAy0c89jI>
7. Q&A <https://www.youtube.com/watch?v=TEqemc6AEIQ>

**Webcasts for the Classic Arcade Game Clone Project**

Need some additional help getting started with the Classic Arcade Game Clone Project, or simply curious and want to learn a little bit more? Watch the following Webcasts!

These webcasts are recordings of live Q&A sessions and demos. They have been edited to be shorter and more relevant to newer rubrics. As always, you should read the appropriate rubric for your project thoroughly before you begin work on any project and double check the rubric before submitting. They videos were made by Udacity's coaches. Think of them as extra supplemental materials. You can find an archive of our webcasts in their entirety in the discussion forums under[**Webcasts Summaries**](https://discussions.udacity.com/t/webcasts-summaries/22538/1).

**Here you will find webcasts on the project rubric and exceeding expectations, details on the JS files provided, general object oriented programming concepts, an explanation of HTML 5 canvas with animation, using the console and Chrome Developer Tools and a video with various Q & A.**

The webcasts for Classic Arcade Game Clone Project include:

* About the Classic Arcade Game Clone Project and the Rubric
* Exceeding Expectations
* 00:00 Exceeding specifcations in game functionality
* 00:18 xceeding specifcations in comments
* JS File Explanations
* 00:00 Introduction
* 00:35 Engine.js
* 04:35 Resources.js
* 05:32 App.js
* Object Oriented Programming
* 00:00 Creating Prototype Based Classes
* 04:40 Using a player state
* 06:00 General OOP concept
* Advanced topic - HTML Canvas and Animations
* 00:00 What is the Canvas?
* 02:08 Setting up the canvas for animation
* 05:15 Animating on the canvas
* 06:55 Example: Animating a rotating line
* Advanced topic - Chrome Developer Tools and Console
* 00:00 General tips when using Chrome Dev Tools
* 00:23 Using the console to begin the project
* Q & A
* 00:00 How to write code in small parts and test?
* 01:53 Why do I get an error when I change a player or enemy sprite?
* 03:22 How to detect collisions based on coordinates?
* 05:09 Do we need to handle clearing memory when the game ends?
* 06:05 What goes into the index.html file?
* 07:01 How do I determine the height and width of bugs/player?

Happy Learning!