**Part 1:**

First started out with exactly 930 code of lines and 22 functions.

Now with 860 lines.  
I combined function moveSprite, rotate, and moveTrooper. The moveSprite and rotate method, I putted the function to have a generic variable to be use that way I can just put in the if statement. The moveTrooper has similar if statement so I just removed the moveTrooper2.

**Part 2:**

Using Audacity.

I use the Audacity software to change the effects on bigExplode, bullet sound, and chopper explode.

**Part 3:**

I used the piskel app to create a new barrel image and created chopper explosion sprite

**Part 4:**

I used Jquery to add the hide and fade for the titles and information on the number of points you get in the sabotage game. I also created a another html file that tells you how to play the game and a short story.

**Part 5:**

43 more lines of code was added  
Three functions chopperDestroyed(), commandoDestroyed, and totalFired() to keep track for the amount of chopper, commando and bullets that occurred. While also keep track of the scores and stored those data in the input values. I called the chopperDestroyed() and the commandoDestroyed in the moveBullet() function.

**Part 6:**

I use the URLSearchParams to pass information from SabotageB.html then bring in those values to be displayed inside the script tag. Like the SabotageA.html, I also used hide and fade again for the information that is displayed.

Feedback: I showed the Sabotage game to my brother. He liked how it was like one of the website flash games and how the title appears fading. For the suggestion on changing the Sabotage game would be adding an ability power ups to can use, such as shooting three bullets at the same time.