Project 1 Reflection

This document is the same as the 5/20/20 submission except for the values in step 2. These changes were made to make the game play playable for the end user to be able to score a goal. I’ve not yet completed the advanced modifications.

1. **Which scripting langauge did you select (JavaScript or ActionScript)? Why did you choose this langauge? Be specific.** I chose JavaScript as I’m not very familiar with either language and the instructor recommended JavaScript if that was the case. Another reason is it’s the one I’ve heard of between the two. I believe that it’s a fairly common and popular language so I’d prefer to learn about those kinds. I’m slightly familiar with Python and believe that it’s familiar to JavaScript.
2. **What modifications did you make to the script? Include details on what you changed in the code in order to achieve these modifications.** I made the 6 modifications that the assignment dictated.
   1. Speed of the ball: On line 101, I changed the speed from 12 to 11.
   2. Size of the ball: On line 100, I changed the side from 20 to 25.
   3. Height of the canvas: On line 27, I changed the value from 600 to 590.
   4. Width of the canvas: On line 26, I changed the value from 700 to 690.
   5. Speed of the player’s paddle: On lines 51-52, I changed the value from 7 to 10.
   6. Speed of the AI’s paddle: On line 80, I changed the value from 0.1 to 0.05.
3. **Did you make any advanced modifications? If yes, include details on what you changed in the code in order to achieve these modifications. If no, describe why you chose not to make any advanced modifications.** I haven’t yet made the advanced modifications as I’m still familiarizing myself with the language and wanted to get a first submission in. I would like to though.
4. **What issues or challenges did you face completing this project? How did you resolve them? If you did not face any issues or challenges in completing this project, what do you think are some issues or challenges someone new to scripting might face in completing a project like this?** My first issue was frustrating as it made no sense. After downloading the JavaScript file to my desktop, I tried to remove the txt extension. There was nothing to remove from the title though. It just said .html, however it still was considered a text file in the properties. When I tried to open it, it just brought up the text. I couldn’t get it to run the pong game in a web browser because there was no txt extension to remove. I tried everything I could think of but finally I had to open the code in visual studio code, save it as an html file and then I could open up and play pong in a browser. But then the opposite happened. When I tried to add the txt extension, it still opened up the game and not the text. Now it turned my other text documents into html files. I realized that when I right-click on the file and click properties, it will let me change the program that’s opened when the file is executed. I’m just not sure why the renaming process didn’t work upon downloading the file. It was fairly obvious how to change the player’s paddle speed but I had to watch the programmer’s YouTube tutorial to learn how to change the AI’s paddle speed. Other than these, I don’t believe I had any issues but I’ll find out from the feedback. I just need to get comfortable in this type of environment and hope to learn over time.