

PROJECT

Classic Arcade Game Clone

A part of the Front-End Web Developer Nanodegree Program

PROJECT REVIEW

CODE REVIEW 5

NOTES

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Requires Changes

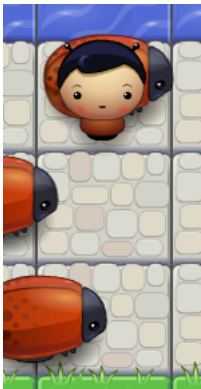
1 SPECIFICATION REQUIRES CHANGES

Game Functions

The game functions correctly and runs error free

- Player can not move off screen
- Vehicles cross the screen
- Vehicle-player collisions happen logically (not too early or too late)
- Vehicle-player collision resets the game
- Something happens when player wins

The player is able to pass through the enemy on the second and third lanes (from bottom):



Object-Oriented Code

Game objects (player and vehicles) are implemented using JavaScript object-oriented programming features.

Documentation

A `README` file is included detailing all steps required to successfully run the application.

Comments are present and effectively explain longer code procedures. As a rule of thumb: describe what all custom functions and object methods do.

Code is formatted with consistent, logical, and easy-to-read formatting as described in the [Udacity JavaScript Style Guide](#).

 RESUBMIT

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5 [CODE REVIEW COMMENTS](#)



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