

Interface Design

Audience:

- Each game is designed for all ages.

Interactive Features on each Game's Interface Page:

- Game logo cards when clicked, go to game page.
- Footer with link to readme file that contains directions, copyright info and other details that are specific to each game.

Interactive Features on each Game Page:

- The games themselves are interactive.
- Each game has either clicking or clicking and dragging aspects.
- Canvas game has background music and plays different sound on gameOver.
- Footer with link to readme file that contains directions, copyright info and other details that are specific to each game.
- Hover animations on each page for buttons, footer and other elements.

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Layout Selection & Color Scheme:

Used similar layout as well as the same fonts, colors, background images, borders and other styling across each game's interface page and game pages as much as possible to keep things cohesive.

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User Experience

The cohesive layout and design will enhance the user's experience as well as the game content, because it's clear that the games are all part of the same main page and I believe it will make people want to play all of them.

How to Play

Burger Stacking Game:

Drag and drop each burger element in the correct stacking order to make the perfect burger.

Canvas Game:

Use the arrows to navigate the burger through the maze of fries without bumping into them.

Tic-Tac-Toe Game:

Like classic tic-tac-toe but use fry Xs and onion-ring Os to get three in a row horizontally, vertically or diagonally.

Memory Game:

Click on a card and then click on another to find its mate. Try to find all the matching cards.

Coding Issues:

- * I couldn't get the X and O to show up on the tic-tac-toe game, after switching from regular X and O to images.
- * For the canvas game, I had trouble getting the footer to show up at the bottom of the page instead of on top of or next to the canvas. I'm still messing with that and trying to figure it out.
- * The canvas game needs to be mobile responsive and the burger stacking game also needs to be tweaked when it comes to the mobile view.
- * For the memory game, I originally over-thought how to code the reset button and tried to reset a bunch of stuff in my code and write functions for that, and I couldn't get the button to work. Then I realized it was a super simple fix. I basically just have an event listener on my button to refresh the page when it's clicked.

Plans and Progress on Tic-Tac-Toe Game:

After moving on to the memory game, which is coded differently, I found a much easier way to show the images, so I'm going to change the code to how I have the images showing up in the memory game for the X and O images in the tic-tac-toe game.

Other than getting the code to work for the Tic-Tac-Toe game, I just need to tweak the styling a bit more.