INTRO TO WEB DESIGN - FINAL JAVASCRIPT PROJECT

BUILDING THE COMPONENTS OF A BALL GAME IN JAVASCRIPT

As presented by CURRAN KELLEHER AT: https://www.youtube.com/watch?v=yF0T7liBnY

Using the YouTube video and accompanying Java Script demo code, implement the following techniques:

1. CREATE THE BASIC BALL DROP PROGRAM
2. CONVERT THE CODE TO AN OBJECT ORIENTED BALL
3. ADD PHYSICAL PROPERTIES TO THE BALL DROP
4. INCORPORATE THE MOUSE INTERACTION
5. ADD COOL FLAIR TALE TO THE BALL.
6. CREATE MULTIPLE BALLS
7. INCORPORATE COLLISION CODE

ON YOUR OWN:
8. CHANGE THE SIZE OF THE BALLS
9. CHANGE THE COLORS OF THE BOUNCING BALLS
10. CHANGE THE COLOR OF EACH BALL.

BONUS - EXTRA 10 POINTS:
11. TRY TO MAKE A HERO VS. ENEMY GAME INCORPORATING THE FOLLOWING TECHNIQUES:

* MAIN CANVAS
* HERO OBJECT
* ENEMY OBJECT
* COLLISION EVENT: HERO DESTROYS OR KNOCKS AWAY ENEMY

RUBRIC:

IMPLEMENT 1-10 AND EARN 10 POINTS PER CHALLENGE

IMPLEMENT BONUS FOR ADDITION 100 POINTS.