

JavaScript Coding Activity

1. Play the [Save Dr. Enfield](#) game.
2. Download the zip file containing the project files from the same location
 - Extract the files and save to your local drive
 - Explore the files that make up the project
3. Open the HTML, CSS, and JavaScript files in an editor (Sublime Text)
 - Explore the code in each file
4. Attempt one or more of the following design challenges
 - Create a different image to use for the hearts. Background should be transparent.
 - Add a seamless texture to the platform objects
 - Add a background image to the scene
5. Attempt one or more of the following code challenges
 - Modify the speed or jump ability of the player controller
 - Add platforms and “Spikey Guys” to build out full levels
 - Add sound effects using audio files provided with the project files.
6. Attempt the advanced code challenge
 - Add and display a countdown timer for each level. The player should lose a life if time runs out before level is complete.

JavaScript Basics

Commenting	<pre>// Single-line comment /* Multi-line comment */</pre>
Declare a variable	<pre>var gpa;</pre>
Assign a value to a variable	<pre>gpa = 3.87;</pre>
Declare and initialize a variable	<pre>var score = 0; var name = "Dr. Enfield";</pre>
Increasing the value of a variable	<pre>score = score + 1; score += 1; score++;</pre>
Conditional statements	<pre>if (score > 10){ alert("Amazing job!"); } else{ alert("Better luck next time"); }</pre>
Loops (repeating code)	<pre>var loop = 0; while(loop < 10){ document.write(loop); loop++; } for(var i=0; i < 3; i++){ document.write(i); }</pre>