

JavaScript by Example, Part 6 of 8: Bird Flying Game

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Meet the expert: Providing Web development courses and digital marketing strategy courses since 2002. An experienced web application developer, having worked on multiple enterprise level applications, hundreds of websites, business solutions and many unique and innovative web applications. Web & application development areas of expertise include HTML, CSS, JavaScript, JQuery, Bootstrap, PHP and MySQL. Anything to do with web creation and digital experience. Passionate about everything to do with web application development, programming to online marketing with a strong focus on social media and SEO.

Prerequisites: This course assumes knowledge of JavaScript or having gone through the previous courses:

JavaScript, Part 1 of 3: Introduction

JavaScript, Part 2 of 3: Advanced Coding

JavaScript, Part 3 of 3: Document Object Model

Runtime: 01:20:25

Course description: More Document Object Model experience will be gained in this course creating a Bird Flying Game.

Course outline:

Flying Bird Game Introduction

- Introduction
- Flying Bird Game Introduction
- Game Setup Structure
- Add Event Listeners
- Keyboard event tracking
- Add element to page
- Summary

JavaScript

RequestAnimationFrame

- Introduction
- JavaScript
RequestAnimationFrame
- Move Conditions
- Wing Movements
- Scoring and gravity
- Summary

Game End Conditions

- Introduction
- Game End Conditions
- Create Obstacles
- Moving Obstacles
- Summary

Checking Collision Detection

- Introduction
- Checking Collision Detection
- Handle Game Over
- Game Code Review
- Bonus Add Color
- Summary