

JavaScript by Example, Part 7 of 8: Plane Bomber Game

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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

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Course description: This project increases DOM experience by creating a Plane Game app.

Course outline:

0 Bomber Plane Game

Introduction

- Introduction
- Bomber Plane Game Introduction
- Game Area Setup
- KeyBoard Events
- Start Game
- Summary

Add animation frame

- Introduction
- Add animation frame
- Game fixes
- Game Scoring
- Show Scoreboard to player
- Summary

Add Enemy Base

- Introduction
- Add Enemy Base
- Make the bombs
- Move bombs Automatically
- Summary

Collision Detection

- Introduction
- Collision Detection
- Final Gameplay Tweaks
- Bomber Plane Code Review
- Summary