

Interactive 2D Top-Down Game



◆ Project Description

As my first large-sized, JavaScript project, this interactive game uses a combination of Vanilla JS, CSS and HTML to create a 2D environment where users can traverse a basic map and battle their monster against a wild monster encountered in the tall grass.

◆ What I Learned

- Demonstrated the use of Classes and Constructors to efficiently organize and store larger amounts of data.
- Developed a unique environment using third party tools such as Tiled.
- Created complex function with the use of multiple arrays, objects and arguments, while also gaining an understanding of how to reference elements by using the DOM.
- Incorporated event handlers to fire upon interaction with the game.

◆ What I Liked Most

As a fan of the Pokemon games growing up, one of my first ideas for a coding project was to create a simple version of one of my favorite games. While this project used a tutorial, I enjoyed working through complex functions and classes to bring this interactive game to life. This game gave me a great sense of what I can accomplish with mostly front-end applications and inspired me to continue working on other projects that are now also on my website.

