



COMP 125:

Week 14, Lecture 20



Agenda

1. Attendance
2. Schedule
3. Brick Breaker - Let's Get Started!
4. Day 1: "Splash" Screens and Click Counter

Attendance

Remainder of the Semester

Dates	Contents
Week 14: April 13, 15, 17	Code Project! Guided: Re-Make Brick Breaker 17: Select Presentation/Report Topic
Week 15: April 20, 22, 24	20, 22: Re-Make Brick Breaker 24: Begin Presentations
Final: May 1, 9-11 AM	Code Project Due Finalize Presentations Reports due

Brick Breaker

- We will remake brick breaker together as our final project for this course
- Example: <https://brick-breaker.vercel.app/>
- Today: Click Counter!
 - Example

Click Counter

New things:

- Template Literals
 - https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Template_literals
 - For our purposes: these are multi-line strings where we can insert variables into { }
- `textAlign(CENTER, CENTER)`
 - [textAlign](#)
- We need to design what our program is going to do

Click Counter

The design!

- Score the number of clicks
- End the game with a double-click
- To start:
 - **Score should be zero**
 - **Have a page that gives a welcome and start instructions**
 - **Let's start the game with a click if it isn't already started**
- When player clicks
 - **If the game isn't running, start it**
 - **If the game is running, add a point to the score**
 - **Display the running score**
- When the player double-clicks
 - **End the game**
 - **Show the score**