

//MAKE: 4.01 Hand-in: *Maze and Movement* Name:

___/10 INIT: including:

- create an array of arrays
- create an object for the maze with properties and methods
- create an object for the animated character with properties and methods
- access properties within an object using **this**.
- link to jQuery

___/10 PROCESS: including:

- use nested loops to generate the maze
- use if statements to determine which image to show in the maze
- use if statements to do something different for each direction key
- use math to determine a top and left position for each maze image

___/10 OUTPUT: including:

- use **.innerHTML** to add code to your page
- use **.src** to change an image
- fade something in from invisible to visible
- animate movement using jQuery
- change the movement easing in jQuery to "linear"

___/10 STYLE: including:

- honour all previous //STYLE sections
- use descriptive variable names
- break up methods and function into separate ones for input, processing, and output
- use descriptive comments to identify and describe each method or function, and each loop: **//loop through each element of the loop to create the rows**
- add spaces between mathematical and string operators, for example:
var exampleVar = "hello " + "kitty",
not var exampleVar="hello "+"kitty".

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