

Kellough, Thomas . “Ultimate Guide to JavaScript Game Development: Best JavaScript Games and How to Code Your Own.” *CodeWizardsHQ*, 24 July 2021, www.codewizardshq.com/javascript-games/.

This is a blog that provides recommendations for what code editor I can choose and information about popular game engines. I selected this source because it included detailed steps of making a game, such as choosing a code editor and creating different components, such as players and physics. It also included an example project to show the steps of how to code for making functions of a game. The example project the website provides is useful for me in learning what some necessary components a game needs and also an overview of what a game looks like. By showing a step-by-step process, this source also helped me to organize my game-making process and let me know what things I need to do next. One limitation of this blog is that it only provided very simple examples that only give me an overall in-game making process but not functions that directly relate to my game.

W3Schools. “W3Schools Online Web Tutorials.” *W3schools.com*, W3Schools, www.w3schools.com/.

This is an online tutorial website that covers tutorials for different coding languages, including HTML, CSS, JavaScript, Python, etc. I selected and found this source useful because it provided me with detailed lessons for me to learn about the basics in HTML, CSS, and JavaScript. It also included lessons in functions like drag and drop and DOM manipulation for me to learn about how to put these functions in my game. It also included a lot of detailed examples for me to see how each function works and how to make them work. One limitation for this website is that it provides basic and simple functions only, which is limiting for me because I need to do more research on how to achieve a different function that is based on the basic function in the website. But this website does include a good introduction to how a function works in a simple and straightforward way.

Traversy Media. “JavaScript Drag & Drop Sortable List Project.” *YouTube*, 6 Sept. 2021, www.youtube.com/watch?v=ww7pvH1O5Ho. Accessed 16 May 2024.

This is a YouTube video that covers how to use the drag-and-drop API, array methods, the spread operator, and DOM manipulation in Javascript to reach a drag-and-drop sortable list that can check order and initialize the sorting order in a random order. I selected this source because this source includes lessons in drag-and-drop API, which is a function I want to achieve. This video is useful because it provided a detailed lesson in how to use and achieve different functions and make an example drag-and-drop sortable list in a step-by-step way with explanations throughout the process. Though this video does not completely apply to the function that I want, it is a firm foundation I can learn and use to make the function I desire with a small adjustment.

“P5play.” *P5play.org*, p5play.org/.

This is a p5play official website that includes projects that other people uploaded on it, detailed lessons in how to use p5play to create different functions, and a URL link that allows me to connect it to my game. I selected this source because it is the official website, and p5play is one of the JavaScript libraries that I want to include in my game. The example projects provided me with inspiration in how to detail games and make games both interactive and interesting. The lessons allow me to learn while practicing in web coding space and get responses immediately. The website overall also gives me a guideline on how to make lessons interesting by visual attraction and hands-on activity. One limitation of this website is that its tutorial only covers the basic function and doesn't include a good explanation of how to reach a more advanced function like the one in the example shown.

“Introduction to Events - Learn Web Development | MDN.” *MDN Web Docs*, 19 Dec. 2024,

developer.mozilla.org/en-US/docs/Learn_web_development/Core/Scripting/Events.

This is an open-source, collaborative project owned by Mozilla Corporation and developed by Mozilla. It offers resources for web development, covering web technologies including CSS, HTML, JavaScript, and Web APIs; it offers guides and a structured curriculum for beginners to start web developing; it offers blog features, updates, tips, tutorials, etc. I selected this source because this source includes a wide range of tutorials and tips for me to use in knowing what sources I can use and how to optimize my code or use any website to check the performance. I found this website useful because it included comments on features that can achieve the same performance, such as using an onclick event in HTML and including a JavaScript file to request a button. It discusses avoiding using an HTML onclick event and why linking JavaScript for these events is beneficial. These comments on what features I should avoid using are beneficial for me. One limitation of this source is that it doesn't include a coding space, which makes the user unable to practice it directly.

Microsoft. “Visual Studio Code.” *Visualstudio.com*, Microsoft, 2024, code.visualstudio.com/.

This source is a website about a code editor—Visual Studio Code. I selected this source because it is a code editor with a high reputation and is commonly used by developers, and it also includes flexibility and a lot of extensions and is able to include a varied library. I found this source useful because it included video and word tutorials on how beginners can start the application and what extension they can download to make their coding experience more efficient. One limitation of this source is that it includes too much information, and users sometimes need to spend some time to find the source they need.

“- YouTube.” *Wwww.youtube.com*, www.youtube.com/watch?v=-oWnEr. Accessed 14 Jan. 2025.

This source is a YouTube video that introduced how to make a hide and show div using JavaScript. I selected this source because I need a similar function in my project, and it gives me an idea on how to make a function like this. I found this source useful because it included detailed explanation on how to make it work and code step-by-step, which allows the audience to follow step-by-step by themselves while understanding the process easily. One limitation of this source is that it doesn't apply to the feature I want directly. But it provided me with a foundation in what features I need to use, such as using div in HTML, using display in CSS, and using if conditions in JavaScript.

Isotopic. “Free Places to Publish Your Game.” *Coinmonks*, 14 Aug. 2023, medium.com/coinmonks/free-places-to-publish-your-game-4923e3b5bb64.

This source is a blog that introduces some free places to publish self-developed games. I selected this source because where to publish my game for other people to access is also a question for me, and this source provides a solution for this issue. The blog post provides 5 websites that are suitable for hosting free games for free. It also introduces short introductions for each website, allowing readers to compare and contrast each other and find the one that suits them the best. One limitation is that the website doesn't include an introduction in which website is the most popular, what types of games are more common, and how reliable these websites are. This website provides only an overview of these websites, but more specific information needs to be gotten through more research.

“Kenney • Free Game Assets.” *Kenney.nl*, kenney.nl/assets.

This source is a website that provides various free game assets for game developers. It included assets for 2D, 3D, UI, audio, pixels, and textures. I selected this source because I considered art assets necessary for my game to make it visually and audibly appealing. Because of limited time for this project, I need assets that can provide inspiration while being able to be used directly in my game. This source is useful because it provides detailed character design that relates to different types of characters and their movement, and it also provides different types of objects and backgrounds in different angles. One limitation is that some sources may not provide detailed enough assets for me to make more complex character movement and game design, and therefore I need to reconsider some part of my game to make it fit better with the assets I found.

“What Is Blockly.” *Google for Developers*,
developers.google.com/blockly/guides/get-started/what-is-blockly.

This website is a developer's guide to Blockly on how to input Blockly in a website. I selected this source because I am considering including Blockly on my website and allowing users to drag and drop coding blocks from Blockly, which include wider flexibility and allow users to learn from interaction with wrong blocks or value input and output. This source is useful in providing detailed instruction in how to input Blockly libraries and how to input different components such as workspace and toolbox as well as how to customize coding blocks. One limitation is that it doesn't include the instructions on how to customize the toolbox and workspace and how to allow the website to react to something when the coding blocks the user put and align are in the correct sequence and input value.