

Project Report

Project name:- Trapped

Project Outline:-

A Game where the Player(shooter) is trapped with many boulders(obstacle) trying to destroy you. The goal of the game is to escape from these boulders and destroy them. The boulders destroyed are divided into 2(with certain conditions). Ultimately it is a score based game.

Steps taken to complete the project:-

I learnt about some basic functions in canvas from the canvas.js file and then coded in the file index.html that uses the file canvas.js provided by zense.

Learned many things about html and js during the time.

Further Development that can be done:-

Can add some powerups such as speedboost, damage increase, invincibility for certain amount time.

Can make the objects better with images.

Can make it into multiplayer game.

Conclusion:-

I got a good experience in web development.I got a good exposure to the canvas API.

References :-

I have used the canvas.js file provided by zense for my reference. I have taken the help of the examples in this link:

<http://canvas.zense.co.in/>

Developed by:-

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