

Project Name: Space Shooter game using Canvas and Javascript.

Project Outline: Our aim is to create a game using Canvas and Javascript based on the Arcade Classic 'Space Invaders'.The player character is displayed as a black box and the enemy characters are displayed as white boxes with a black outline.

The players is able to move his spaceship using the 'A' and 'D' keys.The 'A' key for moving towards the left and the 'D' key for moving towards the right.He can also shoot black square shaped bullets from the front of his ship and by pressing the 'S' key.

The enemy characters are randomly generated at the top of the screen and continue to move towards the bottomof the screen.The aim of the player is to avoid these enemies and shoot them.

Steps taken to complete the project:

- 1.Both me and my teammate together designed the mechanics of the game including the characters and the physics of the collisions.

- 2.The game was created using HTML5 and Javascript and canvas which was provided by the people of Zense.

Conclusion:

- 1.Learnt how to use javascript and HTML5 to create basic games.
- 2.Learnt how to use online resources to complete the projects.
- 3.Learnt about the mechanics of game and app development.

Team Members:

IMT2019508 - K V V Deepesh
IMT2019089 - T. Tarun Reddy