



Block Jumper

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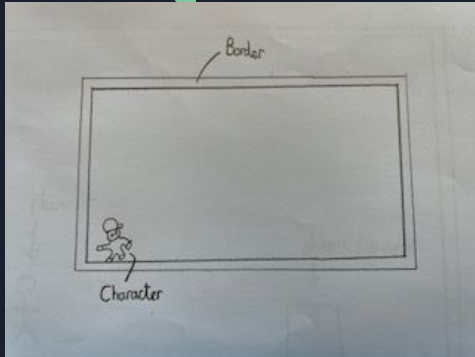


Introduction

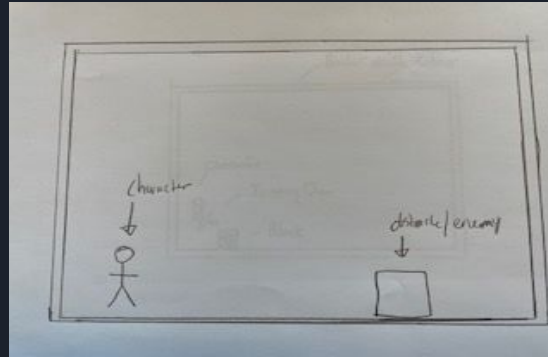
The main objective of our game is to avoid the obstacles. Our character is Mario and the enemies are the blocks. The features of our game include jumping and ducking.

Design Sketches

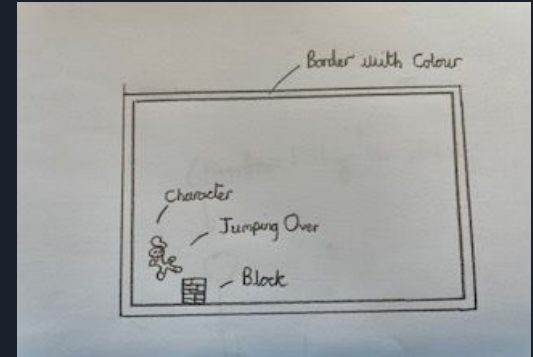
Stage 1



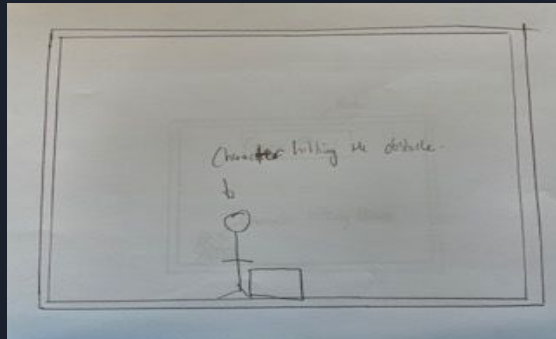
Stage 2



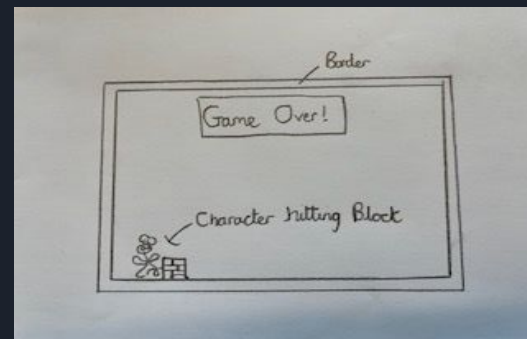
Stage 3



Stage 4



Stage 5



Design of Game





Development of the Game

We researched different methods on how to go about coding our running game. First we researched whether we can just use a browser to run our game or if we needed to use a game engine.

Then we focused on the css of the actual game, what the height and width would be and the colour scheme, the background etc.



Further work/Evaluation

Our game worked just the way we wanted it to however we kept it simple for now and in the future would definitely plan on adding more to it such as:

- Sound effects for when Mario jumps, hits the blocks or just in game audio in general.
- Adding more blocks for example having 2 together sometimes with shorter height and width.
- Creating a health bar for Mario for when he hits a block it just reduces his health instead of ending the game.
- Adding a score/points count for each time mario jumps over a block.

The main thing that we learnt from producing this game is using Javascript as we hadn't used it as much before which was a great experience.



Thank you for
listening!!