**NM 2207 Final Project – Sniper Warrior**

For my final project, I have created a game which similar to our previous assignment, the clicking game. However, the concept behinds it is totally different. I want this project to be my successful simple game which applied all the knowledge I learnt from this module because I felt that my previous game assignment was not really a successful piece of work and I think it could be better.

I have created a simple shooting game which providing a training ground to the players to test their reaction and skill. The player who plays the game will be called as a sniper. I started the project by using the common layout that we used for this module. In the HTML page, I have created a few IDs which used a checkbox for players to choose the difficulty level. In CSS style sheet, I have applied what I have learnt in the class to style the element in the HTML such as the border, border colour and the background image inside my game zone, which can be easily changed in the CSS to make sure it matches with my game theme. Besides this, I also inserted a background image as the background of the web.

In the JavaScript, I have changed the mouse cursor to a crosshair (+) when the cursor is moved into the game zone. I figured it out on how to change it by referring to <http://stackoverflow.com/questions/8809909/change-cursor-to-finger-pointer> and <http://www.javascriptkit.com/dhtmltutors/csscursors.shtml> . The reason that I changed the cursor to crosshair is to let the players feel like they are really shooting something, which make more sense to the game. If else statement that I learnt from this module is also very relevant in designing the game such as for the timer variable, if the time is more than 0, which means the game is still going on, then the function will execute to continue the game, “else” which means the game is over, then certain functions will be executed to stop the game.

I also added in the sound in the game based on what I had learnt during the tutorial and I think the sound is a very important element to make the game more attractive. Set interval also been used to make the function to call within a certain time. Moreover, in order to ensure all the radio button (difficulty level) is unchecked after the game is ended, so the players can choose again when they replay, I used “document.getElementById("1").checked = false;”, and this is referring to <http://www.w3schools.com/jsref/prop_radio_checked.asp> . The difficulty level is based on the target size and the moving speed which are pre-defined. I also created some animation for this game and some of them will further increase the challenges for the player. For example, after each successful click on the target, the target object will change its colour and size for making it harder for the players to shoot it.

Overall, designing this game was really fully utilized most of the skills I have learnt in this module and let me more appreciate the knowledge I get from this course. I feel satisfied and happy because I learnt everything from zero to now, I am able to write a simple game.