Project Report

Project type: Project 3 - HTML 5 game

Project name: Dragonball Adventures

What was done?

This is my project report for the game that I've made. The name of the game is Dragonball Adventures. This is a 2D game. The game consists of mainly two maps. In the first map, the player has to collect 7 dragonballs to move on to the next level. The player also has to avoid obstacles along the way by jumping. In the next map, player has to avoid flying enemies coming towards him. He can shoot projectile by pressing 'X'. Player has 3 health. He can gain healrh by collecting hearts. If the player health becomes 0 after colliding with enemies the game is over. If the player let's any enemy to go past by him, the game is also over. So the player needs to destroy all the enemies. If the player destroys 15 enemies, he wins the game. I added background music to make the game interesting. There is also a naming and scoring system to show player name and score. Player name is asked at the beginning of the game. Necessary instructions are given during the game.

What tools were used?

I mainly used HTML, CSS, JavaScript and Phaser to build this. I didn't use any other library or plugins. Only used the tools that were taught during the course.

What tools were used?

I would like to get total of 40 points from the project. Because based on the criteria's for the game:

Well written PDF report, Application is responsive and can be used on both desktop and mobile environment, Application works on Firefox, Safari, Edge and Chrome,
The application has clear directory structure and everything is organized well. I also completed these. You can check.

There is a clear plot in the game. It has a start and end:
Yes My game has a clear plot. It has a start and finish.

User can get their name in the scoreboard:
Yes user can get their name on the scoreboard.

There are different (more than 1) objects to collect:
Yes there are 2 objects to collect. Dragonball and Heart

There are moving parts in the game area (other than the player and enemies, so e.g. some floors fall apart):
Yes. There is a object called nimbus. You can jump on it. It helps you to play. It moves.

There are more than one map:
Yes there are 2 maps.

Gamer needs to use both keyboard and mouse to meaningfully control the player character:
Yes player has to use both key board and mouse

Game uses physics engine, so that there are falling parts / enemies / players:
Yes I used physics engine. You can check.

There are enemies that can hurt the player:
Yes there and standing and flying robots that can hurt the player.

There is music and sound effects when player shoots/jumps or anything like that:
Yes there are music for every action in the game.

Gamer can play the game with touch screen (this is in addition to general points, as here there needs to be input system build for touch screen):
Yess it is playable on mobile devices