

Introduction to Web Programming Project

For this project work I have coded a platformer video game. I have used HTML in order to create a starting screen where the user can read the instructions on how to play the game. This first html file redirects the user to the second html file where the js file with the game code is going to load. I have used the Phaser framework in order to write JavaScript code for the game. I have used free sprites from websites such as itch.io.

Feature that should receive points:

- 1) There is a clear plot in the game. It has a start and end.

The player starts the game from the left side of the screen. It is stated in the instructions that the player has to reach a portal in order to advance to the next stage. After entering the portal in the second stage the player is going to reach the end game screen. The player has to use a small amount of game mechanics that are easy to understand even to not so experienced gamers in order to traverse the map.

- 2) There are different (more than 1) objects to collect

There are 3 items that can be collected. Each item gives the player a different amount of points.

- 3) There are moving parts in the game area (other than the player and enemies, so e.g. some floors fall apart)

There are platforms that move horizontally and vertically.

- 4) There are more than one map

There are 2 playable maps in the game. The end screen is also a scene that was built using phaser.

- 5) Gamer needs to use both keyboard and mouse to meaningfully control the player character

The gamer can use the keyboard to jump and move left and right. The player can also use left mouse click to shoot a projectile.

6) Game uses physics engine, so that there are falling parts / enemies / players

The player has gravity, so the player can fall back to the ground after jumping.

7) There are enemies that can hurt the player

If the player touches an enemy the player loses 1 point of health. The player has 3 points of health in total so if the player gets hurt 3 times the level gets restarted (restoring the player's health back to 3). The player also gets knocked back after touching an enemy in order to avoid accidental hits.

8) There is music and sound effects when player shoots/jumps or anything like that

There is a background track. There are also sound effects for the player jump, shoot and for collecting items.