

CLEAN THE WATERS

video-game



About me

I am Alessandro, I am Italian based in Amsterdam and I am passionate of sustainability and technology.

Today I will be presenting you a fun game for kids (0 - 2). inspired by my passion for nature and obsession for plastic waste !

Intro

Plastic is invading the water, BUT YOU CAN SAVE IT !

In this game you will collect plastic bottles from the water, the goal is to save the fish and gain points.

When you bump onto a fish by mistake is game over

It gets harder every minute

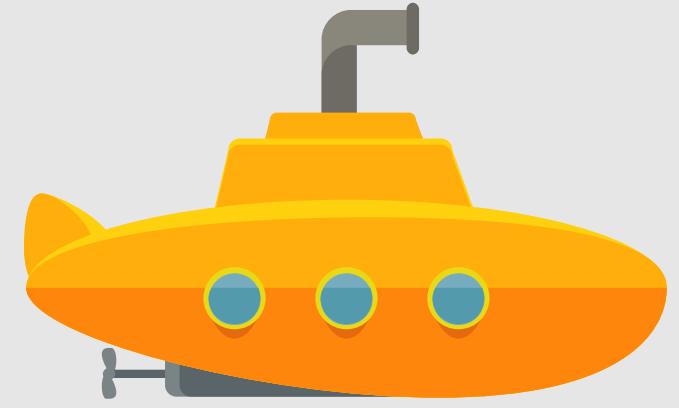
MVP

- start and play-again buttons
- Simple and Fun UI
- implement google fonts
- able to drag the player
- able to collect and count points
- add water sound
- add score sound
- increase handicap with time
- game over

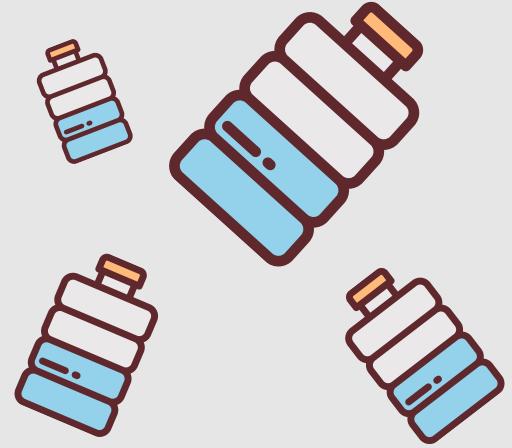
Backlog

- animate sprites player
- animate sprites allies
- implement scrolling background
- create levels and powerup

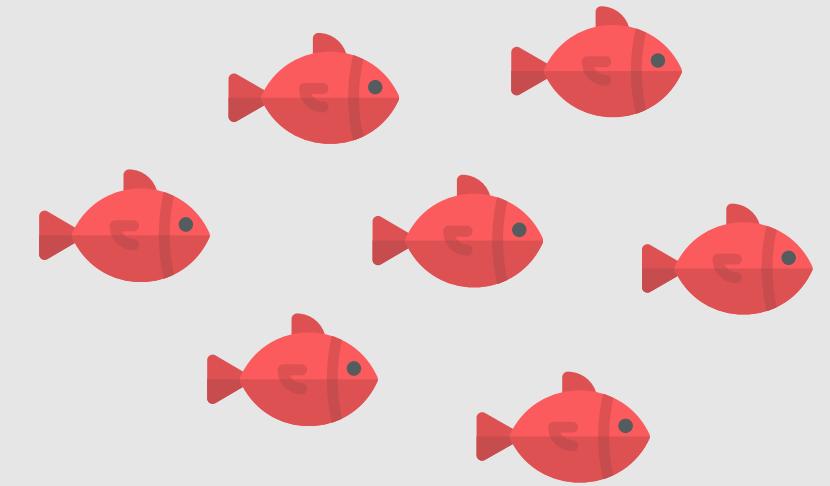
The Player



The Enemies



The Allies



drag the submire clicking the mouse

collect randomly generated plastic bottles

save the fish!

H1 Title

Start

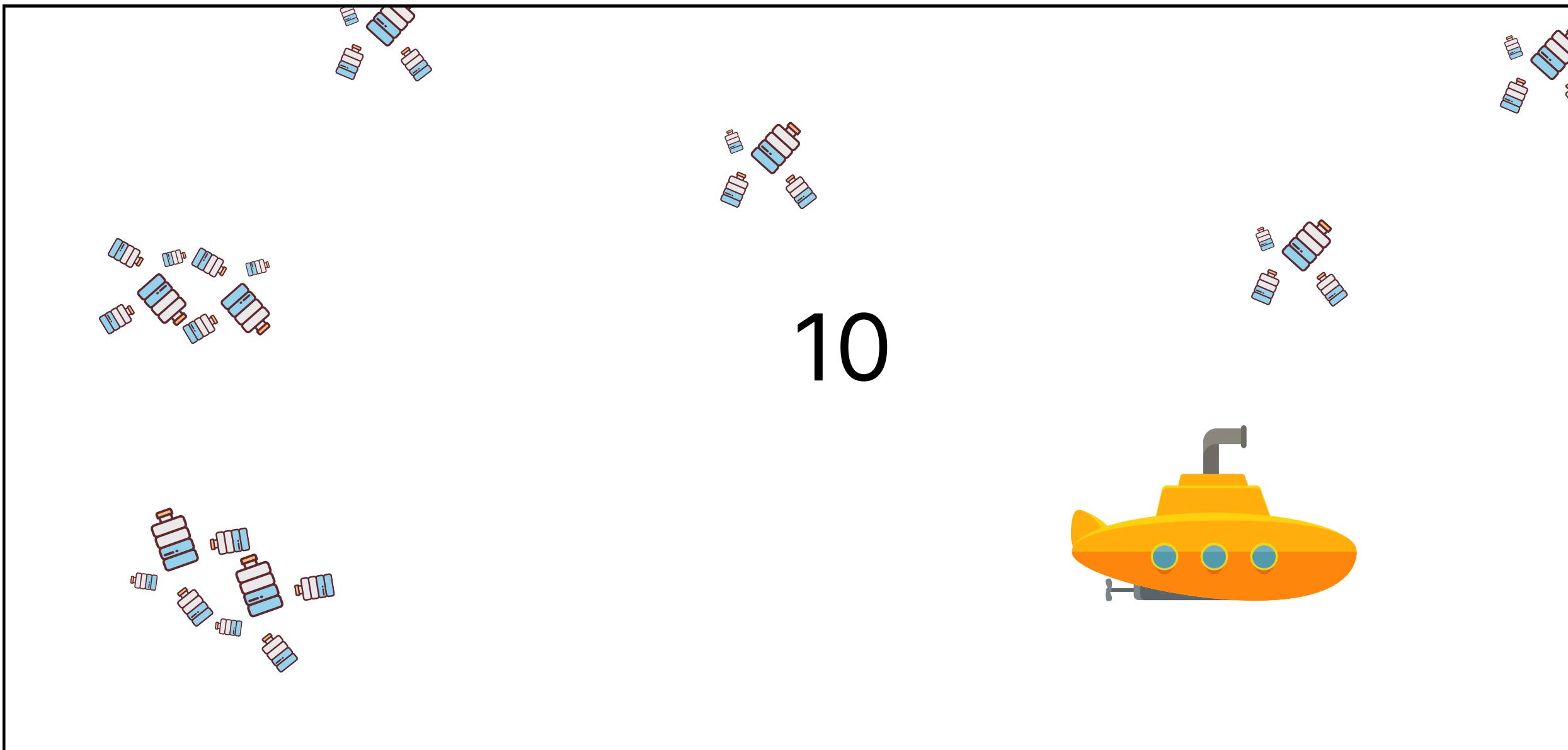
Reload

0

H1 Title

Start

Reload

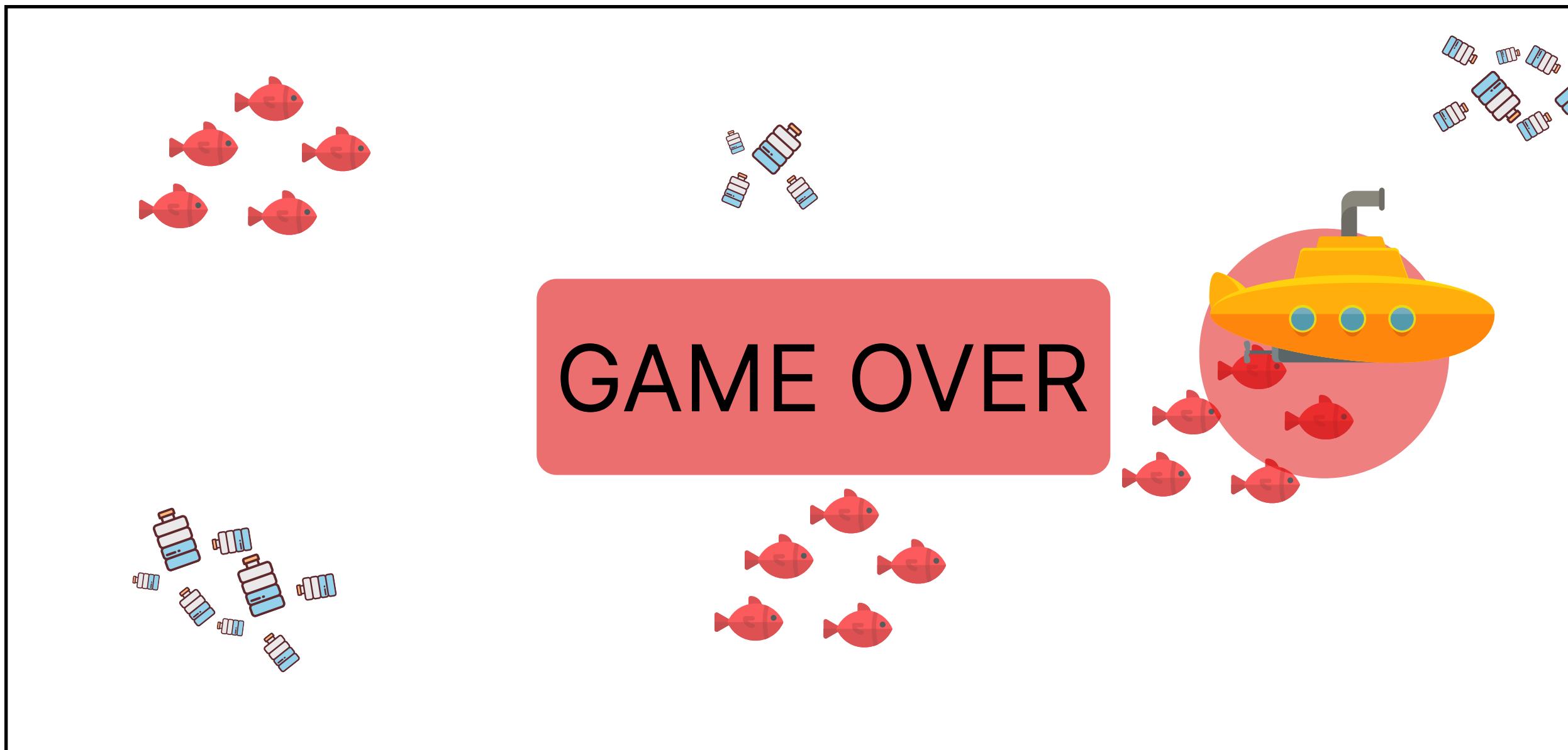


H1 Title

Start

Pause

Reload



Demo

<https://azienda-creativa.github.io/clean-the-waters/>

Techical issues

gameOver(){} was not stopping the animation , it was however effective when the collision detection function was called.

SOLUTION

it is sufficient to use requestAnimationFrame(animateGame()) is not needed to call animateGame() again in the global scope

Biggest Mistake

To code several functions and classes at the same time.

SOLUTION

stick to one problem, address 1 problem at the time and code like a LEGO construction, block by block and console.log() ALL THE TIME .

Keep it simple and linear

THANK YOU !