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Project 1
Report

The arcade game that I recreated is Missile Command. The main objective for the original game was to complete levels of the game by destroying all missiles headed towards the ground. My game is similar except that it has a little twist of just shooting as many missiles as you can before you die. My game also has another twist: a flying plane that drops bombs every so often. In my version of the game, the score increments with every missile or bomb that you can destroy.

Other than the animated missiles and bombs, my game also has animated antimissiles that explode wherever you click. It also has an aiming target for the mouse instead of the regular mouse. Every object except for the plane and bomb was drawn using javascript. Both the plane and bomb are png images. For animations in my game, I used `requestAnimationFrame` since it is the best way to animate in html5.

For first time players, the instructions are simple. Use the mouse to shoot antimissiles at missiles and bombs. The more you shoot down, the higher your score will be. Remember that the longer the game the faster the missiles will travel.

MISSILE COMMAND

START

SCORE: 0



SCORE: 1



SCORE: 0



GAME OVER
YOUR SCORE IS 1

START