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Shooter Game Project

Initial Situation

During a project week, I decided to create my first mini shooter game using JavaScript. This project marked my first serious attempt at game development and was also my initial exposure to JavaScript. My goal was to learn the basics of game mechanics and interactivity in a web environment, and I relied on online resources and tutorials to guide me through the process.

Goal

The primary goal of this project was to develop a simple yet functional shooter game where the player can control a character, shoot at enemies, and progress through waves of increasingly difficult challenges. Another key objective was to gain hands-on experience with JavaScript,

Implementation

I started by designing the game environment and characters using basic graphics and animations. The game logic was implemented using JavaScript, where I focused on creating smooth player movement, enemy spawning, and collision detection.

Result

The project was a success, and I managed to create a fully playable shooter game. The game includes a working main menu, options for gameplay, and multiple waves of enemies. The experience of coding this game significantly improved my JavaScript skills.

Insight

This project was a major learning experience for me, providing valuable insights