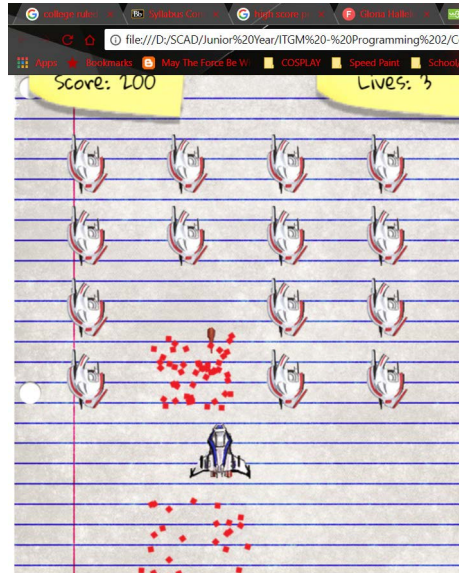
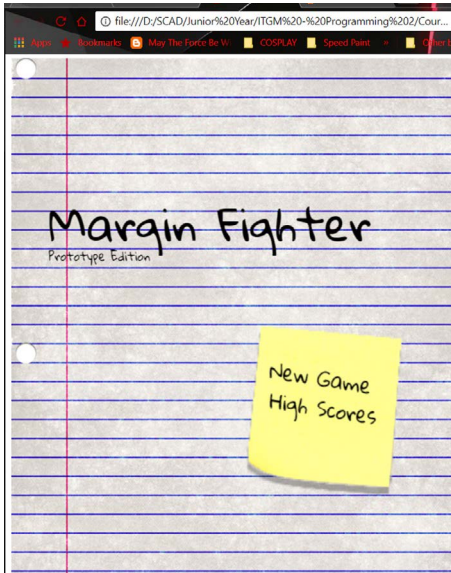


# Final



Margin Fighter is a minimalistic “endless” aerial combat simulation game. It is viewed from the perspective of a college ruled notebook, reminiscent of the doodles that I did as a kid.

The game has several features that have advanced my programming knowledge and skills.

First, I learned the external JS library Phaser. Phaser is a vast resource which streamlines game programming while still requiring the user to understand code.

Phaser made it easy for me to apply physics to my game. This allowed me to manipulate objects, check for collisions, and apply particle effects that would have otherwise been unrealistic on their own.

The High Score function is a feature which uses traditional JS to store data locally on the user's browser. By storing data there, the player is able to record their highest score.

The game is divided into states and technically uses the JS canvas feature. This allows the game to be played across multiple “screens” without the user navigating to a separate page.

The project has forced me to learn and practice a lot of programming skills. Although game development

software is an industry standard now, by learning how to build a game by code alone, I have a greater appreciation for the craft. It has also taught me better web-development skills which I will be able to use as a UX designer.

I plan to refine the game further, adding additional score tracking, better visual resources, more sound effects, and a smarter AI.

## Features Completed

- Menu state
- Play State
- High Score State
- Enemies
- Player input
- Player Projectiles
- Particle effects
- Score
- Visual Resources
- High Scores/
- Local Data Storage
- Pause Function
- Enemy Projectiles
- Sounds
- Collision
- Player Respawn
- Game Over Menu

