Team "Porto Flip"

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Ninja Flipper Game

GitHub

Demo

Project Presentation

Ninja Flipper is an eclectic arcade platform-type game, loosely based on Telerik Academy exam experiences.

The ninja character is controlled with the arrow keys. The game can be paused and saved. There is a How-To tutorial, accessed from the title screen.

General Requirements

The game implements:

- Phaser, an HTML5 game development framework.
- Raphael, JavaScript Library for facilitating work with SVG.
- Tiled Map Editor, game map editor.

The game is supported in Google Chrome, Mozilla Firefox, Internet Explorer 9/10/11, Opera and Apple Safari. Raphael SVG graphics library is used for the menu screen and the page background. For the game engine and canvas graphics the game employs the Phaser framework's HTML5 Canvas renderer. Tiled Map Editor is used for game level map structuring and generation of a Phaser convention JSON map file.

Additional Requirements

The game is implemented with self-documenting methods and files by complying with recommended naming practices. The code follows JavaScript prototypal OOP convention for

data encapsulation and abstraction, providing high cohesion and loose coupling. GitHub is used for source control and project hosting.
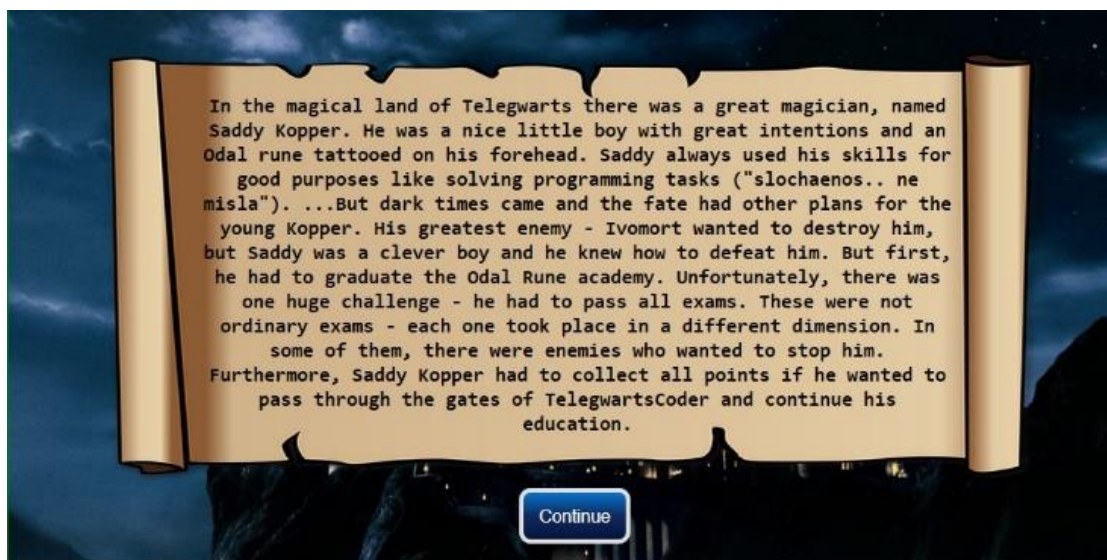
Optional requirements

DOM manipulations are used for the implementation of the prehistory screens.

Title screen

Title Screen

Prehistory Screen

Prehistory screen

Level 1

Level 1

Level 2

Level 2

Level 3

Level 3

Level 4

Level 4

Credits

- https://brucestarkbio.files.wordpress.com
- http://dodria.deviantart.com
- http://doranhannes.com
- http://www.lughertexture.com/