Assignment 6 INFO 2323 2D Game Programming

Setup
We are going to expand the battleship game from assignment 5. You can find the starter code on Canvas->Modules->Module 6: Game Objects and Animation-> Module 6 Resources

HTML Code
Start with the finished code from assignment 5, either your code or the code that is given.

Change the title tag to say "Assignment 6 by Your Name". Replace Your Name with your first and last name.

The rest of the HTML code will be the same.

CSS Code
We are going to use the original main.css file. There will be no changes from this.

JavaScript Code
Use the given scripts.js file for the start. You can also use your own JavaScript file as the starting code if you prefer.

Additional Changes
We are going to make the ships into game objects. Each ship object will keep track of the number of hits and how many are left for itself. There will be an animation for an explosion that will run when a hit is made. The animation frames image is in the module resources for this module. Draw all of the ships and explosion animations in a canvas element rather than in a div tag.

Submission
Put all three files, HTML, CSS, and JavaScript, and the images and fonts folders into a single folder. Zip the folder and submit it through the Canvas assignment.