

Assignment 4 INFO 2323 2D Game Programming

Setup

We are going to expand the adventure game from the text book. You can find the starter code on Canvas->Modules->Module 4: Creating a Game World-> Module 4 Resources

HTML Code

Start with the final Lyrica Forest adventure game code.

Change the title tag to say "The Forest of Lyrica - Updated by Your Name"

The rest of the HTML code will be the same.

CSS Code

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

JavaScript Code

Use the given scripts.js file for the start.

Additional Changes

We are going to increase the size of Lyrica to a 4X4 grid instead of a 3X3. This means that you will need to add 7 locations. You will need to find images to insert for the new locations. You can also move the current locations if you would like.

Add a score variable that will keep track of the amount of points a player receives. For each item found the player gets 10 points. For slaying the dragon, the player gets 50 points. This should total 80 points.

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.