

# Project assignment

CT30A2910 Introduction to web programming

I made a game called *LaserPhaser Remastered* which expands upon this course's week 7 Phaser demo. I used Visual Studio Code with *Live Server* by Ritwick Dey –extension to develop the game with HTML, JavaScript and Phaser 3 game framework. Audio and image assets are from various sources from the internet, and some are made by me with GIMP. More detailed sources can be found in the *game.js* file comments. Most helpful learning materials were the [Making your first Phaser 3 game](#) -tutorial and [Phaser Labs](#) -examples.

Introduction info:

Move with wasd keys, shoot with left click. Wall jump. Collect stars. Don't go out of screen or get hit by enemy spaceships. Try to survive as long as possible.

Additional features: the game has 2 gamemodes: horizontal and vertical, which switch the platform's orientation, you can shoot enemies, main menu and game over screens navigated with mouse inputs. The game doesn't have touch controls for mobile.

Feature	Points
<b>General points</b>	
Well written PDF report	3
Application works on Firefox, Safari, Edge and Chrome	3
The application has clear directory structure and everything is organized well = Assets are divided to audio and image folders and HTML and JavaScript files are separate. I did not feel the need to divide the JavaScript file further.	2
<b>Game specific points</b>	
There is a clear plot in the game. It has a start and end. = You try to survive as long as possible while collecting stars to increase your score and on death either try again or go back to main menu	3
There are different (more than 1) objects to collect = 2 different kinds of stars worth different score amounts	2
There are moving parts in the game area (other than the player and enemies, so e.g. some floors fall apart) = Moving platforms, stars and bullets	3
There are more than one map = 2 gamemodes: horizontal and vertical platforms with different assets and background music	3

Gamer needs to use both keyboard and mouse to meaningfully control the player character = Player character can move with wasd, and aim and shoot at enemies with mouse	3
Game uses physics engine, so that there are falling parts / enemies / players = Game uses arcade physics engine with moving platforms, enemies, player, stars and bullets	2
There are enemies that can hurt the player = There are enemy spaceships that kill the player on contact	3
There is music and sound effects when player shoots/jumps or anything like that = 2 different songs for different gamemodes and sound effects on death, star pickup and shooting.	3
<b>Own features</b>	
Main menu and game over scenes with mouse navigation	2
<b>Total points</b>	32
Late submission penalty = $32 * -0,1 = -3.2$ (Please calculate again if the points change from the proposed amount)	-3,2
<b>New total points</b>	28,8 ~29