

Fly Baby Game

by : Alen Eftimov and Manish Shahi

Start project : 20.04.2020

Deadline of Project : 30.04.2020

Description

Fly Baby is game featuring 2D retro style graphics. The objective was to direct a helicopter, named "helico", who moves continuously to the right, between sets of Mario-like pipes. If the player touches the pipes, they lose.

Each time a player passes between the pipes, he gets one point.

The helicopter is operated by an arrow keyboard.

Creating idea

- make Registration Page
- make 2D game
- use API for News and Weather

Limitation

- using HTML
- using CSS
- using Vanilla JavaScript

Concept of idea

- To start game, the user must register. Without entering the data and entering the e-mail form incorrectly, the game cannot start. An alert message about the wrong data entry received.
- Play game
- Read News from API
- See the current weather in your city, with choice to change temperature from Celsius to Fahrenheit

Details

- using fetch method for API News and Weather / **1day**
- check and using current geolocation / **1day**
- GET weather from API provider / **1day**
- Registration page: create inputs, limitation and locale storage / **1 day**
- Game: create object, arrays, using ES6, animation Frame, audio effects / **3 days**
- Design: using CSS / SCSS / **1day**
- Testing and debugging/ **2 days**

Goal: Fun and easy to use.