Design Document – Project 1: Minecraft HTML Game

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To play the game, you start at index.html. You press play to begin. You will spawn with nothing but ten hearts, from here you will want to go to the tree and mine ten pieces of wood. Return to spawn, and then go to craft and craft wood tools. After this, return to spawn again and go to the mine. Then, you will want to mine five pieces of coal, and go to the creeper. Defeat the creeper, and mine twenty pieces of iron. Return to spawn and go to craft once more, and craft iron tools. Then, go to the village and stock on food. Go back to the mine and fight the creeper a few times until you have five exp. Refill on health when needed. Now, go to spawn, then go to the village, then to the enchanter, and enchant. You are now ready to fight the blazes. Go back to the village, then to the nether portal, and progress to the nether fortress. Go through the process of fighting the blazes and healing when you need to until you have twelve eyes of ender. Return to the village, stock on food, go to spawn and eat until you are full health. Now, head to the end portal. Fill the end portal with eyes, and continue on into the end and defeat the ender dragon. Once the dragon is defeated, move on to the altar and enter so that you may complete the game.

View of Page:  
Top – Viewport, images of what is happening visually

Below – MessageBox, includes text of what is happening and has an image of your character.

Bottom – Inventory, shows what items you have, as well as your health points.

Flow of Game:

Spawn -> End Portal, Village, Mine, Eat Food, Craft, Tree

Craft -> Craft Wood Tools, Craft Iron Tools

* Crafting wood tools requires 10 wood
* Crafting iron tools requires 20 iron and 5 coal

Eat -> Minus Food, Plus Health

* Minus one food, plus two health, max health is 10

Tree ->

Mine Wood -> Plus Wood

MINE SECTION

Mine -> Mine Coal, Delve Deeper

Mine Coal -> Adds a coal item to inventory

Delve Deeper (Creeper) -> Ignore Creeper, Fight Creeper

Ignore Creeper -> Death

Fight Creeper -> Iron

Iron -> Mine Iron, Delve Deeper

Mine Iron -> Adds Iron Item to inventory

Delve Deeper (Warden) -> Leave1, Leave2, Fight

Leave1, Fight -> Lose Condition of Game, Death

Leave2 -> Return to Mine

Fighting creeper will give exp but cause you to lose health

END SECTION

End Portal ->

Fill with Eyes -> Move to End Portal Full

End Portal Full -> End Dragon

End Dragon -> When defeated, End Dragon Defeated

End Dragon Defeated -> End Altar

End Altar -> Win Condition of Game

VILLAGE SECTION

Village -> Desert Temple, Nether Portal, Enchanter, Get Food

Enchanter -> Enchant

Get Food -> Add Food to Inventory

Enchanter requires iron tools and 5 exp

Getting food adds one food item

DESERT TEMPLE SECTION

Desert Temple -> Death, Lose Condition of Game

NETHER SECTION

Nether Portal -> Nether

Nether -> Nether Fortress

Nether Fortress -> Kill Blaze, get Eye of Ender and one EXP, if Die, Lose Condition of Game