Web Technologies - Module B Project
Time: 02:30

Interactive

IFSC2024_TP17_EN

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Tricky Ring Game

Description of project and tasks

The main structure of the game will be like the image in front and consists of the following parts:

Circle: Black Circle

The main element of the game is that all other elements are created and move around.

Ball: White Circle

The white ball is initially placed on top of the ring and when the game starts, it rotates around the ring and the user can change its location from outside the ring to inside the ring or from inside the ring to outside the ring by pressing the SPACE key.

Barrier: Black Rectangles

During the game, at random times, barriers will be created in random places, outside or inside the ring, and after some time, they will change their position or be removed.

Points: White Square

At the beginning of the game, a point is created in a random place, outside or inside the ring, and when the ball hits the point, it will be added to the total points count and another point will be created in another place.
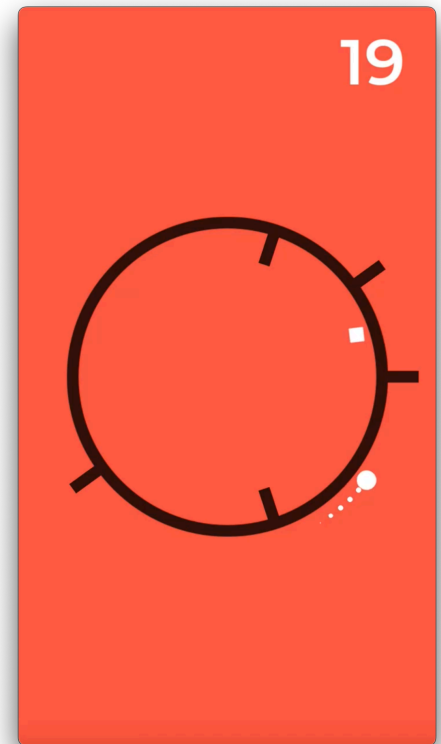
Game Rules

- The white ball moves counter-clockwise.
- The number of barriers should not be less than 3 and more than 8.
- Points should not be made too close to barriers.
- By receiving each point, 1 point will be added to the total points.
- The game ends when the ball hits the barrier
- After every 20 points, the game speed increases by 20% and the background color changes.

Implementation Instructions

- The animations should be implemented correctly and similar to the video
- The highest score of the user is saved and displayed.
- When changing the location of the ball, play the jump audio file.
- Play the score audio file when scoring.
- When the ball hits the barrier, play the impact audio file.
- The game can be installed on the user's computer.
- The game can be used offline.
- Push to git on your repository – Module B