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Fire Man Game

This game is based on the fireman game you describe in class. The objective is to go around the map and pick up buckets of water which are randomly spawning. As the player does that, random fires start around the map. If the user runs into the fire and has no bucks in his inventory, the player dies. Each time the player successfully surpasses the fire a point is earned and added to the current score. The player moves around by pressing the W, A, S, D keys to move up, left, down, and right respectfully. The user can press and hold the key down to move faster then individually pressing the keys.

When the player passes over a water bucket, the bucket disappears and is added the the bottom of the game screen to clearly show how many buckets the user has at any given time. The game will have a 60 second countdown timer. At the end of the 60 seconds, the game is over and the high score is saved.

If when the current score is the only score, it will be saved as the high score. If there is a high score in the local storage, and the current game got a better score, the current score will be saved and override the previous high score. An alert will appear if this happens. If the current game goes not reach the previous high score, the current score will be discarded.