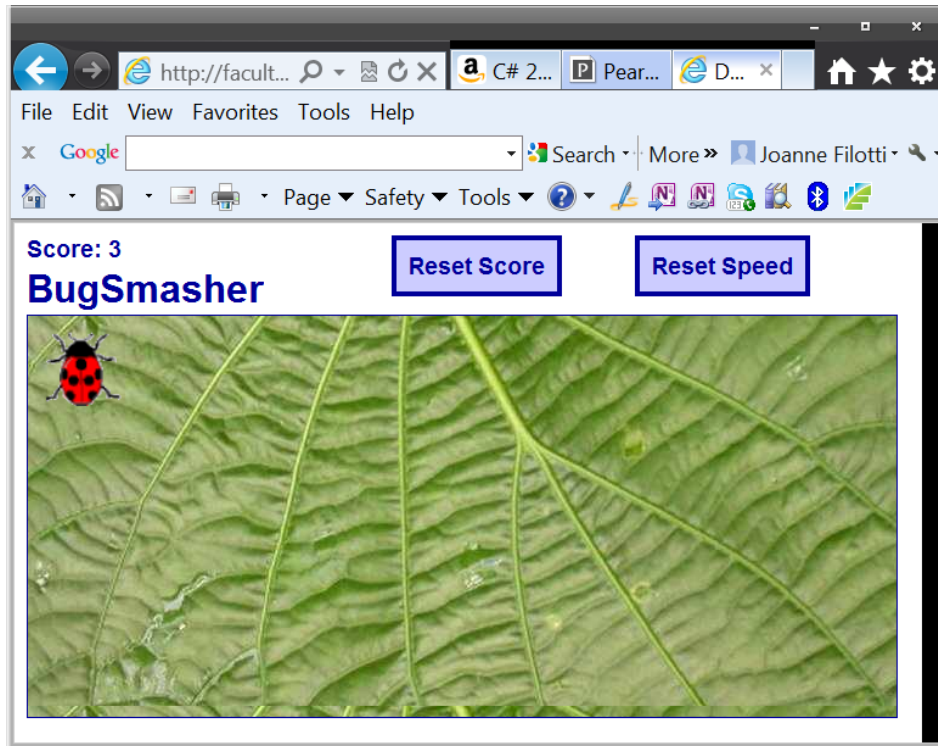


CENTENNIAL COLLEGE PROGRESS CAMPUS COURSE COMP125 Winter 2022 Assignment 5

Implement a simple Bug Smasher browser-based (HTML5 canvas) game similar to the snapshot below:



Features:

The bug hops randomly around the game area at a given interval. The player tries to catch the bug by clicking on it. If he succeeds, the score is incremented and the hopping interval is decremented by a number of milliseconds, so it gets harder to catch the bug. If the game becomes too challenging, the player can reset the speed to the initial hopping interval by clicking the Reset Speed button. If the player wants, he can start again by resetting the score by clicking the Reset Score button.

Guidelines:

Your GUI does not need to be laid out exactly as the above screenshot, you can use graphics of your own and a different page layout as long as the core functionality of the game is preserved.

Use as guidelines the game described at:

<http://www.lostdecadegames.com/how-to-make-a-simple-html5-canvas-game/>

This assignment is **due on 05 April 2022 at 11:59 pm**. **Late assignments are accepted 7 more days after the due date and they are marked out of 75%.** Submit your assignment to Assignment 5 drop box. **ALSO PUBLISH IT** to the student web.

NOTE: Add your name on the variables as it will be marked on the assignment grades. You will be required to demonstrate the assignment.