

Project 1

BattleShot

Description

This Project was created using HTML, CSS and JQUERY.

It is called BattleShot, which is a shooting game against an Ai opponent or opponents using battleships.

Wireframes link

- Landing page: <https://wireframe.cc/SsaHue>
- Game page: <https://wireframe.cc/h3jheU>

Screenshots

Landing Page

BattleShot

Name:

Begin

Game page



START

BattleShot

Time:

Controls

Use the left and right arrow keys to move

Use the up arrow key to shoot

Features

- Welcome screen with a form that collects the user's name
- The game screen where the battle occurs
- The User will control the ship's movement using the left and right arrow keys and shoot using the up arrow key
- The Ai ships shoot at the user's ship and also move around the screen
- The Ai ships can take multiple hits before they can be destroyed
- There is a visual notification when the ships take damage
- The game screen has a timer that records how long it takes to complete the game
- There is a game over screen that displays the User's name and the time it took to complete the game. And if the user won or lost.

Constraints

Mostly time. With more time I could have added stages and more Ai opponents, making it more robust