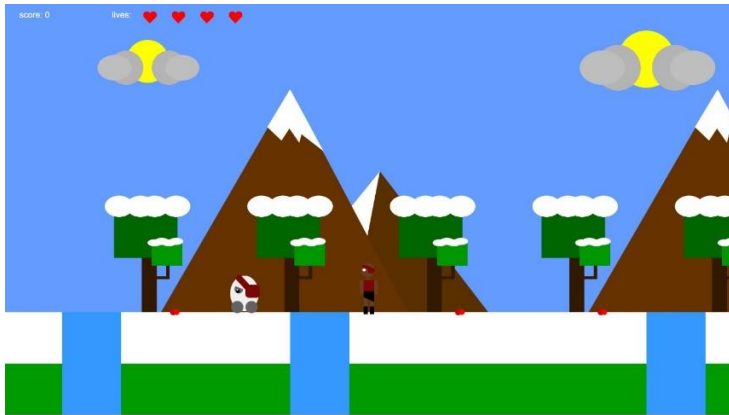


Game Project



An interactive game using P5.js. This is the first game I created without any prior knowledge of coding. We first modelled our character from shapes, my characters name is Honey. Why you ask? I don't know, I just like the name. Honey lives in a frosted land and scavenges cherries to survive. She occasionally gets attacked by the monstrous one-eyed balls of white fur, but she only needs to jump over it to get across.



At the design stage of this game, we had to make sure that our characters had different stances when standing still, jumping, moving to the left and right as well as jumping to the left and right. We had to also create collectables and a counter at the top of the screen that calculated how many items that your character managed to collect. We also created a scroll function so that our screen would move with our character, for this we had to make our background vast and holding the correct perspective.



This game also has a feature where the character respawns when it falls down a pit of water. They will also lose a life; when they've lost a life, one of the hearts at the top of the page will be removed to indicate how many lives the character has left. When all the lives are lost, the game will be frozen until it is restarted.

As you can see above, one of the hearts had disappeared because our character fell into the pit of water and lost a life. This character is currently moving to the right in the game. We used a location tracking if statement for our character and when it travelled across a cherry, the item disappears.





The game ends when the character reaches the white flag, the flag is raised at the words “Level complete. Press space to continue.” The character can still walk around but functions like the pit of water, jumping and collecting cherries are frozen.

Creating this game was an accomplishment for someone who has never coded before, I enjoyed making it and with the knowledge I have now, I know I could definitely improve it, like

adding more dimension to my character, creating a lifeline for the enemy and improving the flag into maybe a house for my character. Thank you for taking the time to read this!