

Plane Shooter Game - Complete Documentation

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1. Project Overview

Description

Plane Shooter is a web-based arcade-style shooting game built with React and modern web technologies. Players control a plane that must dodge and destroy enemies while managing limited ammunition and health. The game features dynamic scrolling backgrounds, enemy spawning systems, collision detection, and a comprehensive HUD for tracking game stats.

Game Host

<https://candid-frangipane-82f9e1.netlify.app/>

Key Features

- **Interactive Gameplay:** Control a player plane using keyboard inputs (arrow keys and spacebar)
- **Enemy System:** Multiple enemy types with varied behaviors and spawn patterns
- **Combat Mechanics:** Shooting system with bullet management and collision detection
- **Health & Ammo Management:** Limited resources that affect gameplay strategy
- **Progressive Difficulty:** Enemy spawn rates increase as the game progresses
- **Visual Effects:** Smooth animations, parallax scrolling backgrounds, and dynamic rendering
- **Game States:** Menu, playing, paused, and game over states with appropriate UI
- **Responsive Design:** Adapts to different screen sizes while maintaining gameplay integrity

Technology Stack

- **Frontend Framework:** React 18.x with Hooks (useState, useEffect, useCallback, useRef)
 - **Styling:** CSS3 with custom animations and responsive design
 - **Build Tool:** Vite for fast development and optimized production builds
 - **Containerization:** Docker for consistent deployment across environments
 - **Code Quality:** ESLint for code linting and quality assurance
-

2. Project Structure

Root Directory Layout

```

plane-shooter-app/
├── public/                      # Static assets served directly
│   ├── assets/                  # Game assets (images, sprites)
│   ├── index.html               # Main HTML entry point
│   └── vite.svg                 # Vite logo
└── src/                         # Source code directory
    ├── components/              # React components
    │   ├── Bullet.jsx            # Bullet rendering component
    │   ├── Enemy.jsx             # Enemy rendering component
    │   ├── GameCanvas.jsx        # Main game canvas and logic
    │   ├── HUD.jsx                # Heads-up display component
    │   └── Player.jsx            # Player plane component
    ├── constants/                # Configuration and constants
    │   └── gameConfig.js         # Game parameters and settings
    ├── hooks/                    # Custom React hooks
    │   ├── audio.js              # Audio management hook
    │   ├── enemySpawner.js       # Enemy spawning logic
    │   ├── gameState.js          # Game state management
    │   ├── imageLoader.js         # Asset preloading
    │   ├── mainGameLoopHook.js   # Main game loop coordination
    │   ├── scrollingBackground.js # Background animation
    │   └── useGameLoop.js         # Core game loop hook
    ├── utils/                     # Utility functions
    │   └── collision.js          # Collision detection algorithms
    ├── App.jsx                   # Root React component
    ├── main.jsx                  # Application entry point
    └── index.css                 # Global styles
├── .dockerignore
├── .gitignore
├── Dockerfile
├── eslint.config.js
├── index.html
├── package-lock.json
├── package.json
├── README.md
└── vite.config.js

```

Component Hierarchy

```

App.jsx (Root)
└── GameCanvas.jsx (Main Game Container)
    ├── Player.jsx (Player Plane)
    ├── Enemy.jsx × N (Multiple Enemies)
    ├── Bullet.jsx × N (Multiple Bullets)
    └── HUD.jsx (Game Stats Display)

```

File Descriptions

Components

- **Bullet.jsx**: Renders individual bullets with position and appearance based on game state
- **Enemy.jsx**: Handles enemy rendering, positioning, and visual representation
- **GameCanvas.jsx**: Core game container managing all game logic, state, and rendering coordination
- **HUD.jsx**: Displays game statistics including score, health, ammo, and game state messages
- **Player.jsx**: Renders the player plane with current position and visual state

Constants

- **gameConfig.js**: Centralized configuration containing game dimensions, player stats, enemy parameters, bullet properties, and timing constants

Hooks

- **audio.js**: Manages game audio including background music and sound effects
- **enemySpawner.js**: Controls enemy generation, spawn timing, and difficulty progression
- **gameState.js**: Manages overall game state including health, score, ammo, and game phase
- **imageLoader.js**: Preloads game assets to ensure smooth gameplay without loading delays
- **mainGameLoopHook.js**: Orchestrates all game systems and coordinates the main game loop
- **scrollingBackground.js**: Creates parallax scrolling effect for game background
- **useGameLoop.js**: Provides the foundational game loop using requestAnimationFrame

Utils

- **collision.js**: Implements bounding box collision detection for game entities
-

3. Installation & Setup

Prerequisites

Before starting, ensure you have the following installed on your system:

- **Node.js**: Version 16.x or higher (includes npm)
- **npm**: Version 8.x or higher (comes with Node.js)
- **Git**: For cloning the repository
- **Docker** (Optional): For containerized deployment

Local Development Setup

Step 1: Clone the Repository

```
git clone https://github.com/HadeerFawzyy44/plane-shooter-app.git  
cd plane-shooter-app
```

Step 2: Install Dependencies

```
npm install
```

This command installs all required packages including:

- React and React-DOM for UI rendering
- Vite for development server and building
- ESLint for code quality
- All development dependencies

Step 3: Start Development Server

```
npm run dev
```

The development server will start on <http://localhost:5173> by default. The application features hot module replacement, so changes to your code will be reflected immediately in the browser without a full page reload.

Step 4: Access the Game

Open your web browser and navigate to the URL shown in the terminal (typically <http://localhost:5173>). The game should load automatically.

Environment Configuration

The game uses default configurations defined in [src/constants/gameConfig.js](#). To modify game parameters:

1. Open [src/constants/gameConfig.js](#)
2. Adjust values such as player speed, enemy spawn rates, bullet damage, etc.
3. Save the file and restart the development server

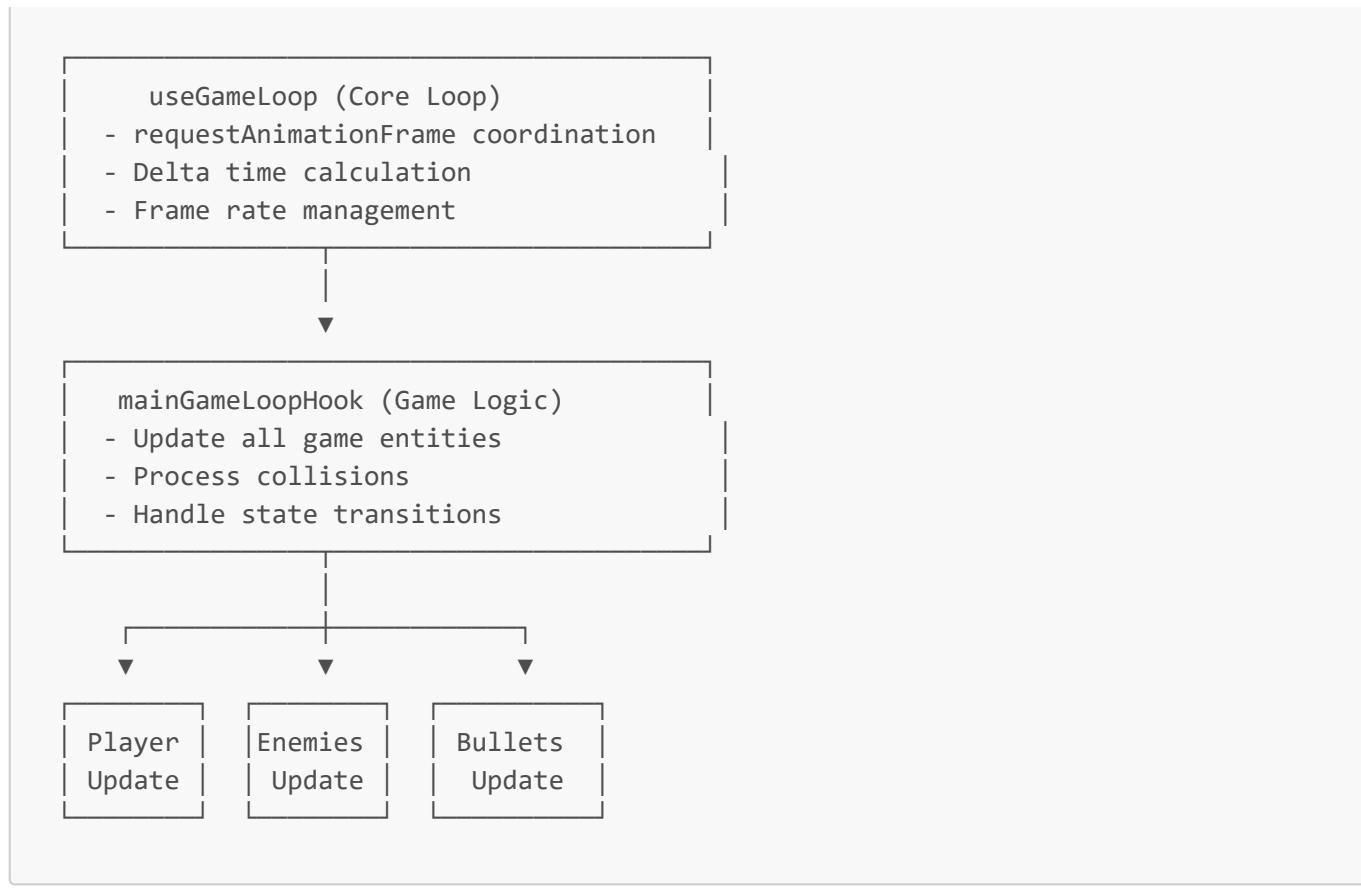
Example configuration options:

- [GAME_WIDTH](#) and [GAME_HEIGHT](#): Canvas dimensions
- [PLAYER_SPEED](#): Movement speed of player plane
- [ENEMY_SPAWN_INTERVAL](#): Time between enemy spawns
- [BULLET_SPEED](#): Projectile velocity
- [MAX_AMMO](#): Starting ammunition count

4. Architecture

Game Loop Architecture

The game follows a classic game loop pattern coordinated through custom React hooks:



5. Docker Deployment

Docker Hub Image

The application is available as a pre-built Docker image on Docker Hub for easy deployment.

Image Information

- **Image Name:** [hadeerfawzzy/plane-shooter-app](#)
- **Tags:** [latest](#) (most recent build)
- **Base Image:** Node.js with Nginx for serving static files
- **Size:** Optimized for production deployment

Pulling and Running from Docker Hub

Step 1: Install Docker

Windows/Mac: Download and install Docker Desktop from [docker.com](#)

Linux (Ubuntu/Debian):

```
sudo apt-get update
sudo apt-get install docker.io
sudo systemctl start docker
sudo systemctl enable docker
```

Linux (CentOS/RHEL):

```
sudo yum install docker  
sudo systemctl start docker  
sudo systemctl enable docker
```

Step 2: Pull the Image from Docker Hub

```
docker pull hadeerfawzzy/plane-shooter-app:latest
```

This command downloads the pre-built image from Docker Hub. The download time depends on your internet connection speed (image is typically 50-150MB).

Step 3: Run the Container

Basic Run Command:

```
docker run -d -p 8080:80 --name plane-shooter hadeerfawzzy/plane-shooter-app:latest
```

Command Explanation:

- `-d`: Run container in detached mode (background)
- `-p 8080:80`: Map port 8080 on host to port 80 in container
- `--name plane-shooter`: Assign a friendly name to the container
- `hadeerfawzzy/plane-shooter-app:latest`: The image to run

Alternative Port Mapping:

```
# Use port 3000 instead  
docker run -d -p 3000:80 --name plane-shooter hadeerfawzzy/plane-shooter-app:latest  
  
# Use port 80 (requires sudo on Linux)  
sudo docker run -d -p 80:80 --name plane-shooter hadeerfawzzy/plane-shooter-app:latest
```

Step 4: Access the Application

Open your web browser and navigate to:

- `http://localhost:8080` (or whatever port you specified)
- `http://YOUR_SERVER_IP:8080` (for remote servers)

The game should load and be fully playable.

Docker Container Management

View Running Containers

```
docker ps
```

View All Containers (including stopped)

```
docker ps -a
```

Stop the Container

```
docker stop plane-shooter
```

Start a Stopped Container

```
docker start plane-shooter
```

Restart the Container

```
docker restart plane-shooter
```

Remove the Container

```
# Stop first if running  
docker stop plane-shooter  
  
# Remove container  
docker rm plane-shooter
```

View Container Logs

```
docker logs plane-shooter
```

```
# Follow logs in real-time  
docker logs -f plane-shooter
```

Execute Commands in Running Container

```
docker exec -it plane-shooter /bin/bash
```

Building Your Own Docker Image (Optional)

If you want to build the image locally from source:

Step 1: Ensure Dockerfile Exists

The repository includes a Dockerfile with the following structure:

```
# Build stage  
FROM node:18-alpine AS build  
WORKDIR /app  
COPY package*.json ./  
RUN npm ci  
COPY . .  
RUN npm run build  
  
# Production stage  
FROM nginx:alpine  
COPY --from=build /app/dist /usr/share/nginx/html  
EXPOSE 80  
CMD ["nginx", "-g", "daemon off;"]
```

Step 2: Build the Image

```
docker build -t plane-shooter-app:local .
```

Step 3: Run Your Local Build

```
docker run -d -p 8080:80 --name plane-shooter-local plane-shooter-app:local
```

Additional Resources

Useful Commands Summary

```
# Development
npm install          # Install dependencies
npm run dev           # Start development server
npm run build          # Build for production
npm run preview         # Preview production build

# Docker
docker pull hadeerfawzzy/plane-shooter-app:latest      # Pull image
docker run -d -p 8080:80 --name plane-shooter \
    hadeerfawzzy/plane-shooter-app:latest                # Run container
docker ps                                         # List containers
docker logs plane-shooter                         # View logs
docker stop plane-shooter                        # Stop container
docker start plane-shooter                       # Start container
docker rm plane-shooter                          # Remove container
```

Project Links

- **Docker Hub:** <https://hub.docker.com/r/hadeerfawzzy/plane-shooter-app>
- **Repository:** (Add your repository URL here)

Last Updated: 2025 **Version:** 1.0.0 **Maintainer:** (Hadeer Fawzy)