Counterforce Operations

In the shadows of global unrest, you step into the boots of Jake "Raptor" Mitchell, a seasoned operative with a haunting past. The extremist group, Phoenix Dawn, has emerged, threatening to unleash a bioweapon that could decimate entire populations.

For Jake, it's not just about duty; it's personal. His estranged brother, Ethan, unknowingly joined Phoenix Dawn, becoming a pawn in their deadly game. Now, Jake must infiltrate the group, uncover their plans, and stop the impending catastrophe. The clock is ticking, and the line between right and wrong blurs as Jake confronts his past and battles an enemy that hits too close to home.

"Counterforce Ops: Bloodline" is a tale of redemption, sacrifice, and the thin line between hero and antihero. Can Jake save his brother and prevent a global disaster, or will he be forced to make the ultimate sacrifice for the greater good? The choices are yours as you navigate a gripping narrative of family, betrayal, and the cost of war.

Welcome to this Continuous Assessment- 2 of Front-end Web Development.

What are you expected to do?

Build your own game using vanilla HTML, CSS & JavaScript

Description:

You are required to build your own web game using vanilla HTML, CSS & JavaScript. Mandatory Features of the game

The game should be designed and built for laptop and mobile view.

Score for the game should be calculated and shown to the player. (using JavaScript Storage)

The game over screen should display specific phrases for winning and losing, to bring in more variety, you can have multiple phrases for the winning and for losing. (use arrays to store these phrases and use random number function to randomly display the phrase)

Game should ask for the player’s name and their nickname during the start of the game. (use JavaScript Objects to store the same)

Game should have background music and sound effects.

Game should have an instruction section where the player can read and understand the rules of the game.

Dos:

You can google if you need support to recall the syntax.

You can work on the project even outside the class hours.

You can get inspiration from games, if you are doing so the same should be called out by attributing the same (give credits to the project/person from where it is inspired) in the project’s ReadMe file as well as in the code files (as comments).

Don’ts:

You are not allowed to copy and paste the codes from the internet. (Plagiarism is strictly prohibited)

You are not allowed to collaborate with your classmates.

Suggested Milestone for the project

Milestone 1: Finalise game idea, game name, game play, screens

Milestone 2: Hi-fidelity wireframes Figma link can be shared

Milestone 3: HTML, CSS part standalone

Milestone 4: Integrate JS part implementing the game logic and present for feedback

Milestone 5: Testing and Bug fixing

Deliverables

After building the project, the project files and project deployed link must be shared.

Your code repo link

The project output link

Here are some useful resources for you

You can find free icons in flaticons.com

You can find free images in unsplash.com

Article on What Makes a Good Video Game? 4 Key Elements