

Centipede

Three.js was used to implement this version of the game Centipede.

User Interaction

User can use the keys d,w,a,s to control the garden elf. To shoot he presses space. To get different view you have the keys 1,2,3. Number 1 gives you the view behind the garden elf, number 2 gives you the view from the eyes of the garden elf and lastly number 3 gives you the same view as 1 but there you can use the mouse to move the canvas around.

Implementation

- Each object has its own function to be created, for example Mushroom(), Elf(), CentipedeHead() and CentipedeBody().
- In the Init() it will initialize the cameras, lights and make the object before it runs the animate() function
- The animate() function moves the centipede and checks for collisions, we have 3 types of collision:
 - o Between mushroom and centipede
 - o Between shot and mushroom
 - o Between shot and centipede
- There are some things missing in this game which you will find in the original game
 - o When you shoot the centipede there is a new head supposed to go on the back end of the centipede and they go their own way. That is not implemented here, here you will only see a hole in the centipede
 - o As well as if the full centipede has been shot then it should start at the beginning but in this implementation it will start from the same position it started.
 - o As well as the elf only has one life in this implementation, not 3 like in the original.

Link: <https://hildurb.github.io/Tolvugrafik/v3/centipede.html>