

## Project 3: HTML5 game

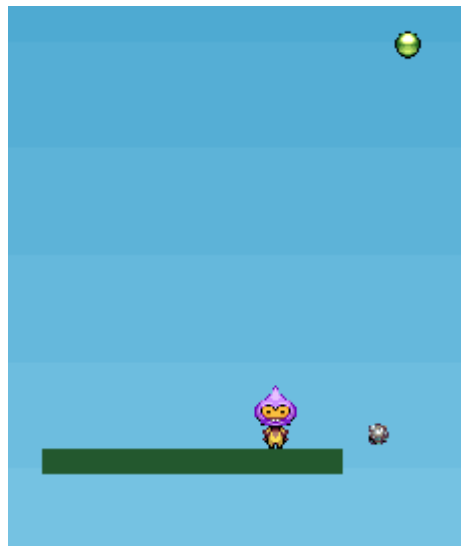
This project is a continuation of the week 7 submission for a HTML game. The game is built on the base introduced in the lecture material with Phaser. Some assets were taken from Phaser assets library, background music was downloaded from royalty free site with link included in the source code and some assets were created with Microsoft Paint. Writing of the software was done with Visual Studio Code. The game was tested with Google Chrome and Microsoft Edge browsers.

The game is comprised of five different scenes: “GameStart” gives the player basic information about the game. “PlayGame” is the first level of the game. “GameOver” scene is played when the player reaches a failure state going out of upper or lower bounds or getting hit by a bomb. “LevelTwo” is the second map of the game and can be accessed by beating the first map. “GameWon” scene is played when the player reaches the win condition on the map.

Goal of the game is to stay alive by avoiding and destroying spawning bombs by shooting at them (Image 2) and collecting two different coloured orbs for points (Image 1). In addition to shooting a bomb is destroyed on the first level if it hits the bottom border of the screen.



*Image 1: player and collectable orbs*



*Image 2: player shooting and narrowly missing a bomb*

## CT30A2910 Introduction to Web Programming

Jarno Forsblom

Collectable objects in the game are blue orbs that rewards the player with 1 point and red orbs with 3 points. The game currently has two levels that can be cleared by reaching a total score of 50 points. Player's current highest attempt is shown on the screen as high score. The player character moves with left and right arrow keys, jumps with up arrow and shoots a projectile with left mouse click towards the cursor location. Shot projectiles bounce from screen borders and get destroyed on hitting a platform or a bomb.

The game features two different types of platforms. One type is falling with gravity in the first and the second level. Gravity affected platforms have collision with collectible objects while the second type stationary platforms have not. These stationary blue platforms are features in second level and they shrink in size as player's score increases until disappearing completely.

The game features audio in terms of background music and audio cue for jumping, landing, shooting and hitting a bomb.

Based on the criteria I would argue the following scoring for the assignment :

Feature	Max points
Well written report	2
Application work on Firefox, Safari, Edge and Chrome 2	2
There is a clear plot in the game. It has a start and end.	4
There are different (more than 1) objects to collect	2
There are more than one map	3
Use both keyboard and mouse to meaningfully control the player character	4
There are enemies that can hurt the player	3
There are moving parts in the game area (e.g. some floors fall apart)	3
There is music and sound effects when player shoots/jumps or anything like that	3