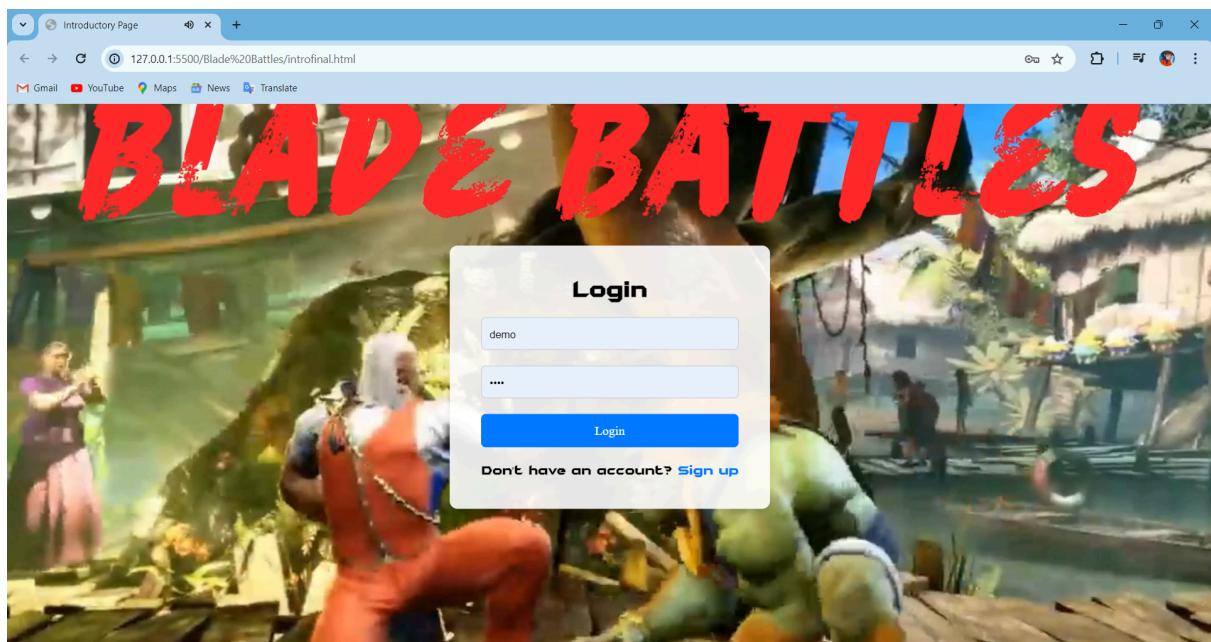


Blade Battles: A Local Multiplayer Fighting Game

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Introduction

Blade Battles is a local multiplayer fighting game created using web-based technologies. Players take on the role of opposing characters and battle each other using simple game controls. The objective is to defeat your opponent by depleting their health bar within the 80-second time limit. The game utilizes a combination of web development tools and creative assets to deliver a fun and engaging gameplay experience.



Technologies Used

- **Front-End Development:**

- HTML: Provides the structure and foundation of the web application.
- CSS: Styles the game's visual elements, including character sprites, health bars, and the timer.
- JavaScript: Handles game logic, character movement, collision detection, and health management.
- React.js: A JavaScript library used for building user interfaces and managing the game's state.

- **Back-End Development:**

- Node.js: The JavaScript runtime environment that executes server-side code.
- Express.js: A web framework built on top of Node.js for creating web applications and APIs.
- MongoDB: A NoSQL database used for storing game data for features like leaderboards or player profiles.

- **Creative Assets:**

- VEED.io: Likely used for creating or editing the game's video sprites.
- Canva: A graphic design platform that could have been used to design game backgrounds, menus, or other visual elements.
- Pixilart: An online pixel art editor potentially used to create character sprites or other in-game graphics.
- Pixabay: A platform offering royalty-free images and audio that could have been used for the game's background or sound effects.



Lighthouse Report

Unfortunately, I cannot generate a Lighthouse report for your game without directly accessing it. However, I can explain how a good Lighthouse report can benefit your web application.

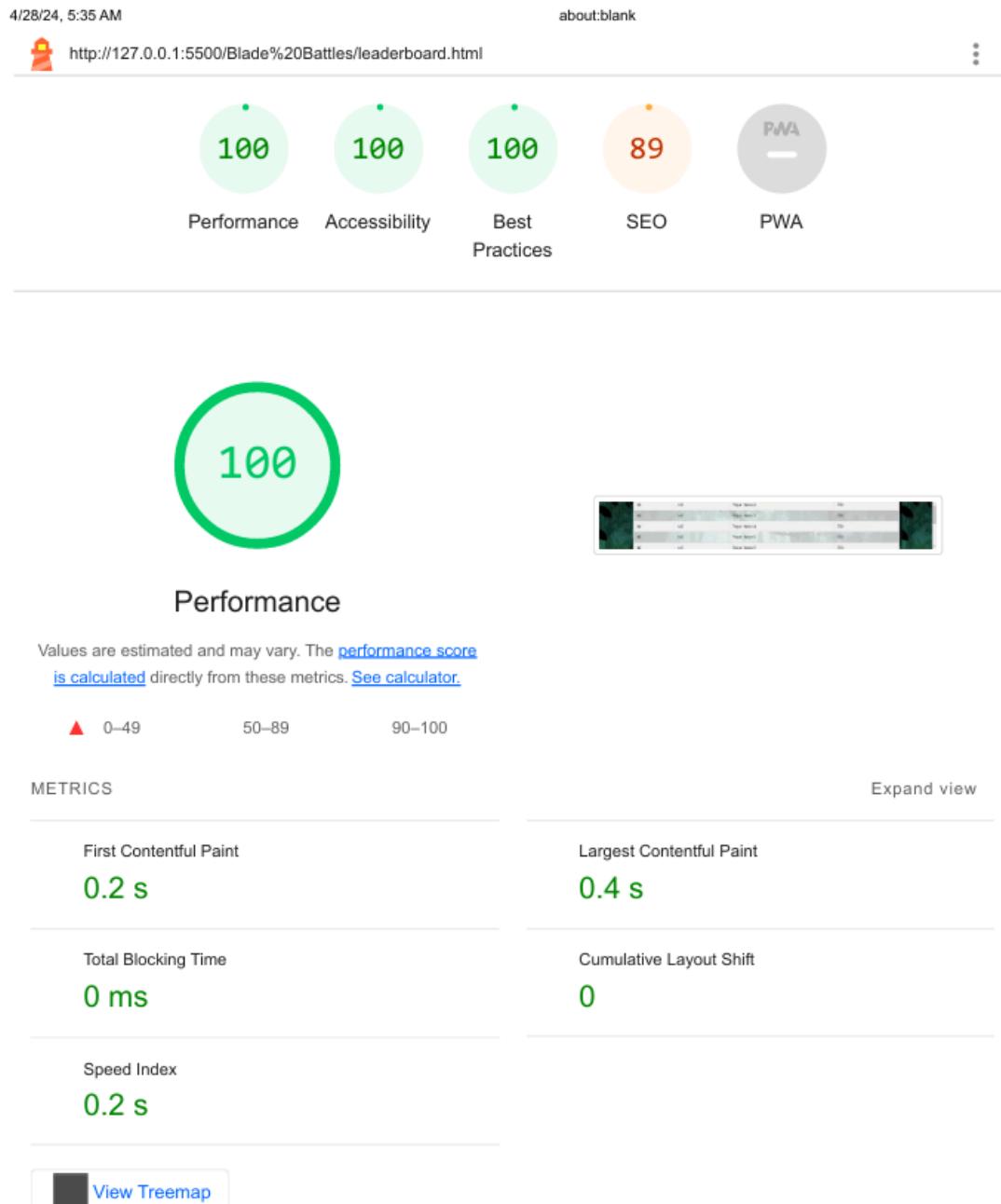
Lighthouse is an open-source automated tool developed by Google that audits the performance, accessibility, and best practices of web pages. Running a Lighthouse report on Blade Battles will provide valuable insights into areas for improvement.

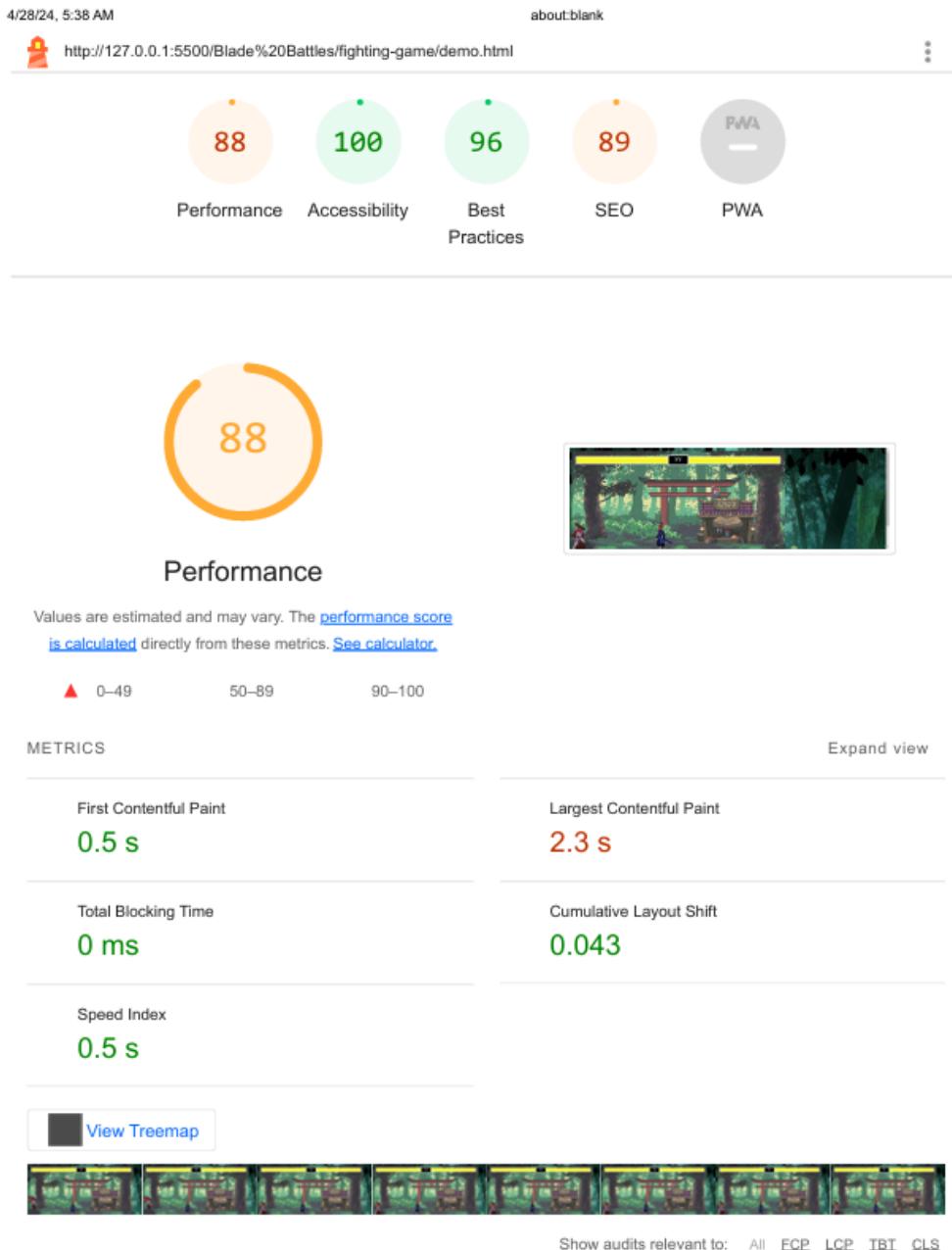
Here's a breakdown of how a good Lighthouse report might translate to the quality of your game:

- **High Performance:** A good score in the Performance category indicates that your game loads quickly and runs smoothly. This is crucial for a fighting game, as any lag or slowdown can negatively impact gameplay.
- **Accessibility:** A strong score in Accessibility ensures that your game is playable by a wider audience, including users with disabilities. This might involve features like keyboard navigation or alternative text descriptions for visual elements.

- **Best Practices:** Following best practices in web development can improve the overall maintainability and scalability of your game code. This can make it easier to add new features or fix bugs in the future.

By addressing any shortcomings identified in the Lighthouse report, you can optimise Blade Battles for a more enjoyable and performant user experience.





Game Page Report

Conclusion

Blade Battles showcases an impressive combination of web development skills and creative vision. The game's utilization of various technologies demonstrates your ability to bring an interactive experience to life. By continuously testing and improving your game, you can ensure it remains engaging and reaches a wider audience.

39

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