

# Project Oneup! (Arcade Game)

Oneup! is HTML5 arcade game. The idea is to try to get as many levels done while collecting stars. The level is done when the Oneup touches the very top of the screen. Oneup-character has a skill to jump twice. The game produces challenges as the game gets constantly harder with the introduction of sliding platforms and mines which kill the Oneup-character. If you fall off the map the game will restart from level 1.

## What was done?

The Oneup! game is based on challenges and seeds. Everytime you gain a new level or fall of the map, a new seed loads up. This makes the game more interesting as there will become a random factor how the platforms will spawn. The game itself introduces physics on all objects.

## What tools were used?

The code itself consists of HTML and JavaScript. The code is mostly just Phaser dev-tools.

## How many points I deserve?

Here I will list all of the functionalities which will either give or lose me points.

Well written PDF report: 3 points

Application is responsive and can be used on both desktop and mobile environment:

- The application is responsive in a way that it can be used on both desktop and mobile. However, the mobile environment would have to use a keyboard. Points: 3

Application works on Firefox, Safari, Edge and Chrome:

- The code works on all of these browsers. Points: 3

The application has clear directory structure and everything is organized well:

- The code is easy to read and the structure is clear. Points: 2

There is a clear plot in the game. It has a start and end:

- The game has a clear plot. The plot is easier to understand with the introduction of "Title-screen."  
Points: 3

There are different (more than 1) objects to collect:

- There is just one object to collect but the physics behind the object gives me a bonus point.  
Points: 1

There are moving parts in the game area:

- There are moving platforms which move in different velocities and the amount of platforms moving differ on the level.  
Points: 3

There are more than one map:

- The game is based on a seed. So every map is different. The journey is different but the goal is the same. Points: 3
- 

Game uses physics engine, so that there are falling parts / enemies / players:

- Every single game object uses physics engine. It is the heart of the game.  
Points: 3

There are enemies that can hurt the player:

- The mines which fall off the sky are the enemy of Oneup-character.  
Points: 3

So all of the points in total:

General:  $3 + 3 + 3 + 2 = 11$  Points

Game:  $3 + 1 + 3 + 3 + 3 + 3 = 16$  Points

Points: 27 points

However I returned this project late. (-10%)

Points in total:  $27 * 0,9 = 24,3 = 24$ .