Html5 game

# Basics

* Character:
  + Movement by aiming a jump (keyboard and mouse) (4p)
  + Bounces off the sides
  + Dies if hits the bottom floor
  + ? char. Animations
  + ? jump line indicator
  + ? choose your character (visual only?)
* Platforms:
  + Move from side to side (3p)
  + Have collision (NOT ON BOTTOM) (maybe on bottom?)
* Others:
  + ? collectibles (2p if more than 1)
  + ? enemies (3p)
    - Kills you if you don’t jump on them
    - Drop a collectible?
  + ? Scoreboard (3p)
  + More maps (3p)
  + Music and sound effects (3p)
  + Touch screen support (3p)

TODO LIST

|  |  |  |  |
| --- | --- | --- | --- |
| FEATURE | STARTED | WORKING | FINISHED |
| Character | X | X | X |
| Movement | X | X |  |
| Collision | X | X |  |
| Collectibles | X |  |  |
| Animations |  |  |  |
|  |  |  |  |

Notes:

* Hyppy ei ota huomioon cursosin y positiota

BUGS

|  |  |  |
| --- | --- | --- |
| BUG | DESCRIPTION | FIXES |
| Clipping platform generation |  | * Better generaition |
| Infinite Velocity | After jumping the character wont stop going to that way | ??? |
|  |  |  |

# Technical

General stuff:

* User canvas element (dynamic graphics)

Frameworks:

* GDevelop, BabylonJS, Phaser...
  + <https://ssiddique.info/best-html5-game-engines.html>
* Let’s talk a bit about Phaser framework
  + <http://phaser.io>
  + Based on a game engine loop and a general "scene" principle => similar to Unity and other big game engines
  + Execution order:
    - (Init)
    - Preload
    - Create
    - Update
    - Render
  + Physics engine and events
    - Comparable to Angry Birds and equivalents
    - Take care of collisions, moving in an arc after a jump, etc.
    - Recognizes collisions, actives a function after the collision, etc.
  + Timers
  + Sprite sheet handling
  + Keyboard, mouse, touchscreen handling
  + Sounds
  + ...and a lot more

|  |  |
| --- | --- |
| ONGELMA | RATKAISUT |
| Phaserin sivut alhaalla, ei oo docsei jne. | * Vaihda frameworkkia * Etsi lisää tietoa |
| Ei intellisenseä | * Git gud * See above |
| Huono map generation | * Paranna * Vaihda koko idea |
|  |  |