**Report on the Project work**

For the task I’ve made a game in HTML5. The games main objective is to get as high as possible while collecting star on the way

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CT30A2910 Introduction to Web Programming

# Summary of the project

The project was made based on courses demo10-phaser.

# Tools used in the project

The project is made with html, css and javascript. It is based on the [phaser 3](https://phaser.io/) framework. IDE I used was [VS code](https://code.visualstudio.com/) and a web server was made using [Simple Web Server](https://simplewebserver.org/).

All graphics in the project was made by me using [paint.net](https://www.getpaint.net/). The sounds effect was gotten from [pixabay](https://pixabay.com/). The following table has origins of every 3rd party asset:

|  |  |
| --- | --- |
| **Asset** | **Link** |
| Boing.mp3 | [link](https://pixabay.com/sound-effects/cartoon-jump-6462/) |
| starSound.mp3 | [link](https://pixabay.com/sound-effects/success-02-68338/) |

Main sources used was courses lecture and source code. Other sources include phaser’s own documentation, Phasers discourse group forum and stackoverflow. Small miscellaneous things were found using Alphabet’s Google search engine.

# Points generated from the project

|  |  |
| --- | --- |
| **Feature** | **Points** |
| Well written report | 2 |
| Application works on Firefox, Safari, Edge and Chrome | 2 |
| There is a clear plot in the game. It has a start and end. | 4 |
| Gamer needs to use both keyboard and mouse to meaningfully control the player character | 4 |
| There is music and sound effects when player shoots/jumps or anything like that | 3 |
| **Total:** | **15** |