**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. It is a simple platformer where you try to traverse as high as possible with a pogo stick. It works on every browser I tested and It also works on my personal phone with touch controls. On PC you use your mouse to point the direction and jump by using either spacebar or left click. I personally had to cut many features due to time constraint (more info can be found on project notes) and has couple of bugs but with a little bit more polishing the game would actually might be fun.

# 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](https://newdocs.phaser.io/docs/3.60.0/physics), [Phasers discourse group forum](https://phaser.discourse.group/) and [stackoverflow](https://stackoverflow.com/). Small miscellaneous things were found using Alphabet’s Google search engine like [rexrainbow’s phaser3 notes](https://rexrainbow.github.io/phaser3-rex-notes/docs/site/).

# Points generated from the project

|  |  |
| --- | --- |
| **Feature** | **Points** |
| Well written report | 2 |
| Application works on Firefox, Safari, Edge and Chrome | 2 |
| 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 |
| Application is responsive and can be used on both desktop and mobile environment | 4 |
| Gamer can play the game with touch screen (this is in addition to general points, as here there needs to be input system build for touch screen) | 3 |
| **Total:** | **18** |