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IGME-330

11/7/18

HTML5 Game Documentation

**Changes:**

There were quite a few changes from the original design due to time constraints and workloads from other classes. In the original design, there were set to be multiple enemies that would be introduced overtime. In the final game, there’s just the one enemy, though the layout does still change in each stage. There was also intended to be more unique stages initially, but the final game only has three, with the last one looping until the player loses. The theming also changed from the bizarre birdmen things to just normal monsters.

**Requirements:**

**Media:** The game has music, sound effects, imported fonts, as well as sprite characters and backgrounds. The game is made using Canvas.

**Interaction:** The player sprites are controlled by clicking on them to launch them upwards.

**Usability:** Simple instructions are provided on the titlescreen. When the game starts, it is likely that one of the player sprites will land on one of the enemies showing the player that doing so will kill the enemy and propel the player upwards. Score and round info are provided onscreen at all times with results screens separating each stage. The game starts off simple, but each subsequent stage adds more enemies in different locations, as well as different sizes.

**Game Design Requirements:** Game is playable by one person and has clear win and loss requirements. The challenge comes from managing the three player characters onscreen without letting them fall to the bottom. In its current state, I think the game is a fun concept, but the limited unique stages can make it repetitive quickly.

**Coding:** Canvas and ES6 Classes are utilized here. No JS Game Engines are utilized.

**What Went Right and Wrong:**

Overall, the experience is a good approximation of what I set out to design. The gameplay all functions how it’s supposed to. As for what went wrong, running out of time prevented me from adding the depth that I initially intended like multiple enemies, and a large variety of stages. Some of the visuals like the background and enemy sprites I like, but I would have liked to make them animated in further iterations. The entire game is forced into a vertical oriented screen size for the intention of making it mobile friendly. The game *does* actually function on mobile devices since taps are interpreted as mouse clicks, but there’s a bizarre delay to tapping that makes the game virtually unplayable that I’m not sure how to fix.

**Sources:**

**Sounds and Music:** Eric Matayas [Soundimage.org](https://soundimage.org/)

**Sprites and Backgrounds:** <https://itch.io/game-assets/free>

**Grading:**

I worked alone, so this is all my own work. Considering that, I feel that this project is worthy of at least a 90%. I definitely feel that it has met all of the requirements at the very least. It’s mostly visually appealing and the sounds and music are all fitting making it feel like a cohesive product. I wish I had the time to make the gameplay experience more diverse with more stages, but in its current state it is still perfectly functional. Mobile still technically works and would fully work if I figure out why there’s a tap delay. Overall, I think the project is derivative of what I outlined in the design document and I’m happy enough with how it turned out.