James Licata

11/14/17

1. I want to make a game similar to a kind of classic Zelda style, as in a top down view, with movement in the up, down, left, right directions. I want to then add enemies spawned in at random locations and an ability to attack them. When you kill them all, you win. If any of the enemies touch you three times, you lose. In the second iteration, I want the enemies to be able to fire projectiles at you that can be blocked by your shield if you are facing it. The win and lose conditions remain the same. As for the third iteration, I want to make it so that when an enemy is killed, another one spawns in in a random location. This makes an endless game where I would have to then input a score system and make a high score the goal of the game.
2. I’ll be using canvas with Javascript in order to make this possible.

Github: <https://github.com/JimLicata/WebDevProject4>

Tutorial: <http://www.lostdecadegames.com/how-to-make-a-simple-html5-canvas-game/>