

Final Report

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Thank you for all the way of company of this semester.

I would like to show my report here:

Extensions:

1. Random sound: Some action will trigger sound but every time it is randomly different.
2. Transparent mode: in the startGame() function. The isTransparent variable can be set as true as transparent mode, which the character can not be hurt by the enemy nor falling down the abyss. This is for game testing.
3. Game level: I add game levels. When level increases, the difficulty increases at the same time. There will be more abysses and enemy, also longer way to reach the end. When the character completes each level with 3 or more coins, the prompt will ask if the player would like to buy a live by 3 coins. No is an option. Therefore collecting is a wise choice to pass each level.
4. Random collectable: The position of the collectables(coins) varies every single time. It can be located in a danger place or a safer place, which make it a roguelike game.
5. Use of the class: I learned how to use class and constructor.

Difficult:

The most difficult thing so far is the rewriting of the drawChar function, which I am still doing it. The reason why it is difficult is that I try to make the character looks nice so the code is super long and I did not organize them at the first place. There are lots of repeating. I shall find way to either not to break the character or shorten the code length.

What I learnt:

By the way of learning the new ES6 syntax – class. I have read many about object oriented development and I find it very useful. It is like a door to a new world. I hope I can learn and use more in the future.