Project work

Selected: Project 5: HTML5 game

1. Game overview

I have created a game, which idea is from the example game, in the provided material from Week 7. I decided to improve it with functionalities such as additional movement types and a target score to obtain and all the features required for getting points in the project.

2. Development information

Feature	Max points
There is a clear plot in the game. It has a start and end.	3
User can get their name in the scoreboard	3
There are different (more than 1) objects to collect	2
There are moving parts in the game area (other than the player and enemies, so e.g. some floors fall apart)	3
There are more than one map	3
Gamer needs to use both keyboard and mouse to meaningfully control the player character	3
Game uses physics engine, so that there are falling parts / enemies / players	2
There are enemies that can hurt the player	3
There is music and sound effects when player shoots/jumps or anything like that	3
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

All of the requirements in the project work are covered, even the last one for additional points. (Explained in the video below).

3. Gameplay and user experience

The game has 3 types of movements:

- Arrows – every arrow corresponds to its logic for movement – (perfect choice for computer)
- Mouse + the left click of the mouse is a jump – (not that convenient but it is an option)
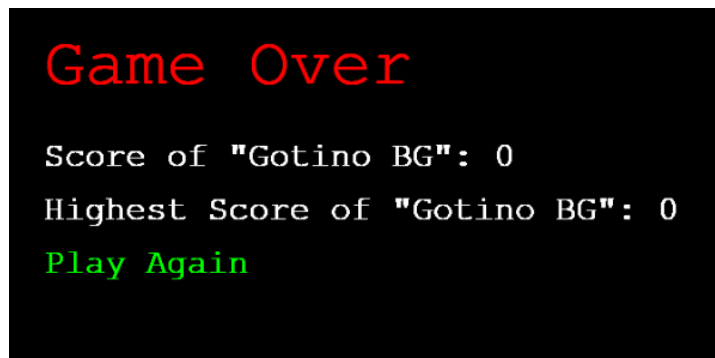- Touch screen – left, right, up – (convenient just for mobile environment)

Before you start playing you need to input your username like down below:

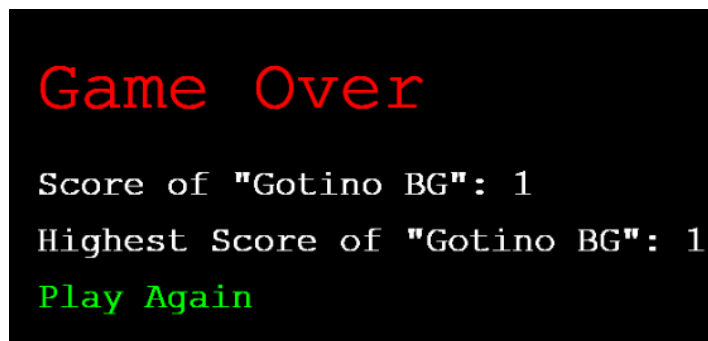That is the menu that it is shown when you die in the game:

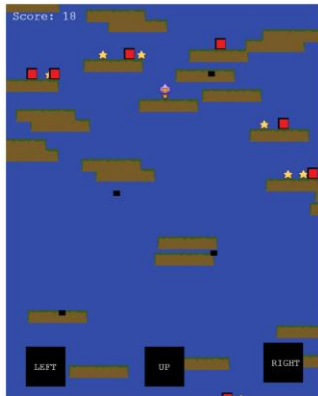The scores are automatically updated.

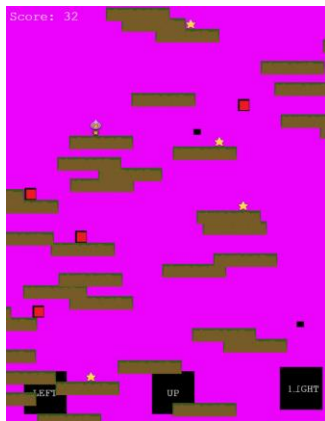The game is made to show different background colors for different range of points.

Dark green – 0-14 points
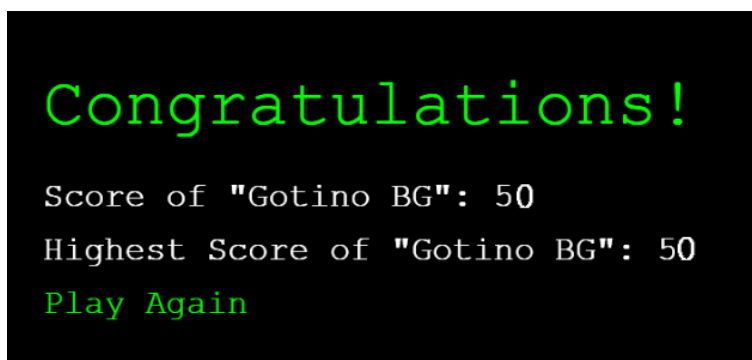
Blue – 15-29 points

Pink – 30-49 points

Stars are 1 point each, red squares are 2 points each.

If the black squares touch you, you die in the game instantly.

You need 50 points to beat the game.

Menu of the game when you get 50+ points:

The game includes sounds for movement, jumping and a background music.

The platforms go left and right which makes it tough part of the game to navigate through.

Gameplay video summarizing the game:

[2023-10-21 12-14-44.mkv](2023-10-21 12-14-44.mkv)