

# Report - Project 3: HTML5 Game

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Points proposal:

| Feature   | Justification   | Points |
|---|---|--------|
| Well written report   |   | 3      |
| Application works on Firefox, Safari, Edge and Chrome                           | Tested on these four browsers and the game works as expected.                         | 3      |
| The application has clear directory structure and everything is organized well  | Code is separated into their own files and game assets are organized for themselves   | 2      |
|   |   |        |
| User can get their name in the scoreboard                                       | There is a scoreboard where the score is saved and shown                              | 3      |
| There are different (more than 1) objects to collect                            | There are two types of stars to collect that give different effects                   | 2      |
| Game uses physics engine, so that there are falling parts / enemies / players   | Players and stars are affected by the physics engine                                  | 2      |
| There are enemies that can hurt the player                                      | Players can hurt the other player by shooting away the platforms from underneath them | 3      |
| There is music and sound effects when player shoots/jumps or anything like that | Music and sound for jumping is implemented  | 3      |
|   |   |        |
| <i>The game has customizable starting values</i>                                | In-game menu exists that lets players set custom values themselves                    | 2      |

## Tools

HTML5

JavaScript

Phaser 3.80.1

GIMP (for editing game sprites)

## What was done

The game is a continuation of the game developed for the week 7 task, the direction I wanted to improve the game on was making it a versus 2 player game where the players compete and try to shoot each other down from the platforms.

Star powerups are added which give an advantage to the player who collects it by increasing their speed or jump stat, the starting value for both players can also be customized at the start to the players liking.

The game uses three different phaser scenes, one for customisation and game setup, one for the game itself and one for game over screen with the scoreboard.

## ToDo / What could have been improved

- Add more things to the customization screen, such as visual modifications, star spawn modifiers, game speed/difficulty.
- Improve platform generation, there are situations where a jump is impossible for the players, especially in the start.
- Sound, sounds for more stuff can be added such as hitting things with bombs, and the sound files themselves should be modified to line up better with actions.
- Game difficulty, make the game harder the longer it is played.

## Credits

Music used for the game was used under Creative Commons.

Made by Patrick de Arteaga

<https://patrickdearteaga.com>

Song name: "Humble Match"

Jumping sounds were retrieved from:

<https://creatorassets.com/a/8-bit-jump-sound-effects>