Documentation HTML5 Game

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This was an assignment where the freedom of choice made me get a bit sidetracked. Nevertheless, I made a game based on collecting different notes. The player is a keyboard, controlled by the WASD keys. The player’s goal is to acquire at least 6 notes, and then they win! However, should they catch three X’s instead, they lose.

My documentation for this game is rather sparse. I had originally wanted to go with a sort of racing game, and had created most of the environment/goals for that game. However, when it came to test out the car mechanics, I noticed that my laptop, for whatever reason, does not cooperate with the simplegame.js keysDown[K\_KEYHERE] function. I tried switching it to different keys, and even numbers, but nothing is registered from my end. With that, I had to restructure my game a bit into something that could be feasible without being able to actually test it due to technical errors/bugs.

I proceeded to record the ogg files myself, using several cables that were not meant to be used in this manner. I created all of the “art” in the game, and used the simplegame.js library. I decided to split my objects into another file, apart from the main guts and bones, since it was starting to get a bit unruly in terms of length. I then modified some parts, and added win conditions, and lose conditions to the game.

Overall from having the player be given a randomized coordinate to simulate playthrough, it can reach a win condition, and a lose condition with no problems. I’ll keep trying to figure out why the simplegame.js keysDown function doesn’t work on my laptop and hopefully improve on this at a later date.

I’d like to improve the graphics, and the mechanics, but I can’t really test out too much due to keyboard function issues. Sound improvements would be nice, and a background track that is generated by the user as they collect notes would be the next logical step. Ultimately this isn’t one of my better projects, and I’ll be the first to admit that.