



# St. Lawrence College

## Game211 Final Assignment

Winter 2022

Nathan Misener

20% of Final Mark

**DUE: April 20<sup>th</sup> at 11:59pm.**

Note: You may submit your assignment up to a week late. Every day late is -10% of your mark on the work to a maximum reduction of -50%.

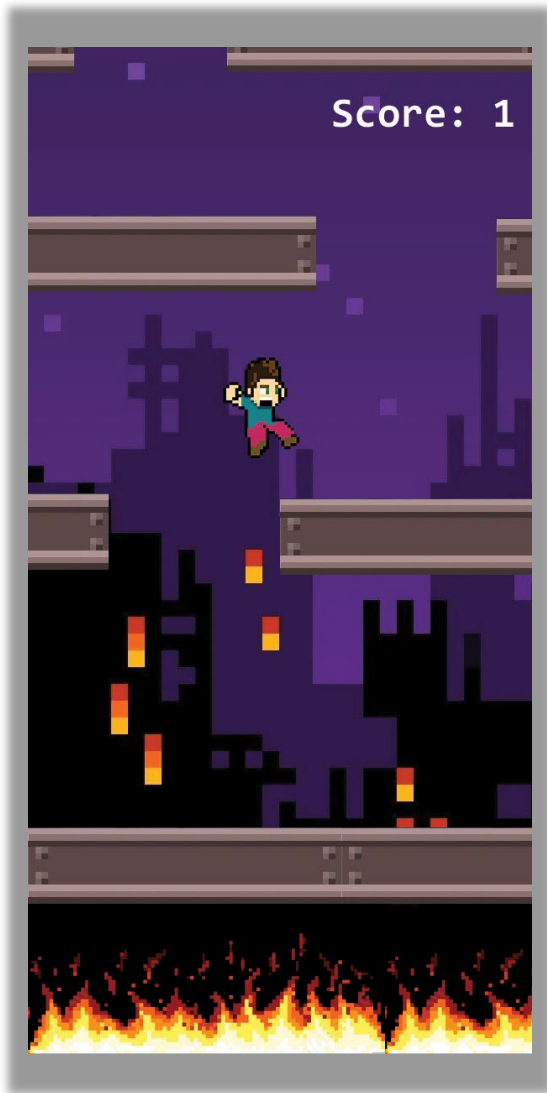
### Objective

In our final Assignment we will be taking the 2 games we made, Flappy bird and the platformer, and mash them together.

The idea is we will start our game with a person on a platform. The platforms will slowly drop as time progresses. Your player will have to jump between the falling platforms and try to stay on as long as possible. We will have an ongoing score to keep track of how many platforms we jumped over.

You will be graded on the expected deliverables, and additional things you do to your game.

## Minimum Deliverables



**This is a mock-up of what a screenshot would look like.**

The player has to keep jumping to climb up. After 7 or so platforms, the speed at which the platforms fall will speed up. Increasing the difficulty.

If the player touches the hazard at the bottom of the level, the game is over.

It will show their score on the screen, with a prompt to see if they want to play again.

**In order to get the maximum grade of 80%, your game will need:**

- Movable playable character with keyboard controls
- Moving platforms that fall
- Increase of platform speed after a set number of platforms
- A static score for the game (not stored in local storage)
- The game to end if the player touches the bottom of the canvas bounds
- The game must work locally (I.E. on localhost: 8080)
- A game over screen that shows the score in big text in the middle A button on the game over screen to start again.
- Include your own sprites and assets

## Additions

You may have noticed that the above **will only get you to 80%** for this project. There is a myriad of **add-ons** that you can include to make your game better. I have listed a few below:

- Host your game on Heroku
  - Add mobile touch controls
  - Add background or foreground animation (eg. parallax background, or animated fire)
  - Add a menu
  - Add a pause screen
  - Have persistent score using either the local storage or another method
  - Add collectables that can increase score
  - Add powerups (ex. Temporary faster movement, flying, freeze platforms etc..)
  - Add Hazards, bombs or traps.
  - Add some different difficulty scaling (eg. a hazard that flips the level upside down)
  - Different stages
  - Sound effects
- 
- Any other suggestions for improvement, (just run it by me first)

**Each additional implementation will add an additional 8% to your overall mark to a max of 100%.**

# Rubrics

Grading Rubric for the 70% of the work:

Description	Not Implemented - 0%	Buggy - 5%	Works - 10%
Movable playable character with keyboard controls and animations			
Moving platforms that fall			
Increase of platform speed after a set number of platforms			
A static score for the game (not stored in local storage)			
The game to end if the player touches the bottom of the canvas bounds			
The game must work locally (I.E. on localhost: 8080)			
A game over screen that shows the score in big text in the middle with a button to start again.			
Include your own sprites and assets			

Description:	Implemented +8%
Bonus Implementation 1	
Bonus Implementation 2	
Bonus Implementation 3	
Bonus Implementation 4	