Oscar Javier Castelblanco Riveros

Student Number: 101093569

COMP 2406 – Assignment 2

The Amazing Coin Game

Functionality:

The purpose of this app, called The Amazing Coin Game, is to present the users a simple coin game with two players. These players, known as Player1 and Player2, can be chosen using the Input Text Field located below the canvas. To use a player, the user must type either "Player1" or "Player2" in the text field and hit the canvas with the mouse. This will activate one of the players that are represented by boxes in the canvas highlighting the selected one with an orange box inside of it. A player can be moved using the arrow keys on the board and the objective is to collect as much coins as possible to the end of times!

As a restriction, a player is only able to control one user at a time on an internet browser window.

How to launch:

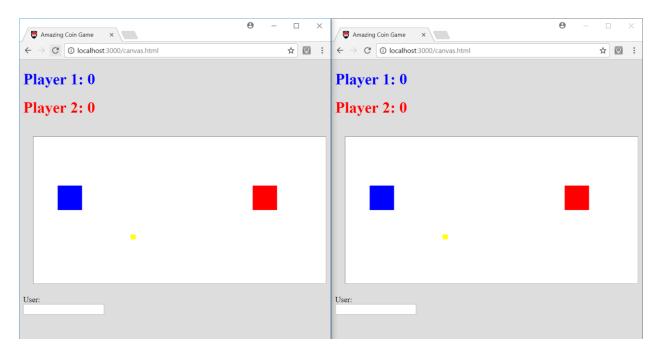
To use this app, a local server must be launched using the javascript file named as: Server.js.

```
C:\Users\MaestroOso\Documents\Carleton University\Comp 2406 - Fundamentals of Web Aplications\cdream "Assignment 2 - Final>node server.js

C:\Users\MaestroOso\Documents\Carleton University\Comp 2406 - Fundamentals of Web Aplications\cdream "Assignment 2 - Final>node server.js

Server Running at http://127.0.0.1:3000 CNTL-C to quit
```

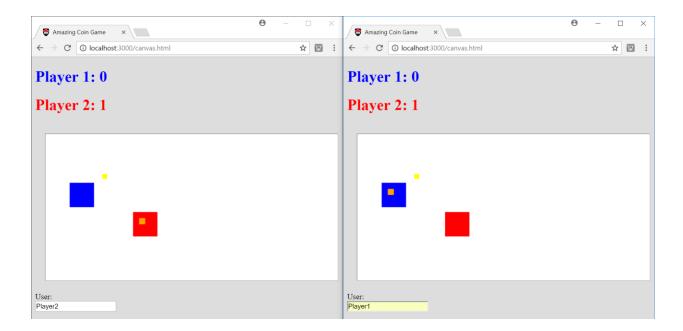
Afterwards, two chrome browser windows must be opened at the address localhost:3000/canvas.html.



Finally, to use a player type in one of the user text boxes "Player1" or "Player2". If logged correctly, an orange square will appear on the selected player box.



Move using the arrow keys through the map of the game. If a coin is taken the score will increase by 1.



Tested on:

This app was done and tested on Windows 10, using Google Chrome as Browser.

The code was done based on Prof. Lou Nel sample code.