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# 1. Introduction

The purpose of this document is to show the progression of the project and showcase the tools used. The scope is limited because there is no further need to go deep into the design choice e.g color scheme or UX. The main concern is highlighting that the feature goals were achieved and the tools that were used in generating images and other assets.

## 2. Planning the project

The goal is to create a game with the following features:

Feature
There is a clear plot in the game. It has a start and end.
There are moving parts in the game area (other than the player and enemies, so e.g. some floors fall apart
Gamer needs to use both keyboard and mouse to meaningfully control the player character
Game uses physics engine, so that there are falling parts / enemies / players
There are enemies that can hurt the player
There is music and sound effects when player shoots/jumps or anything like that

Prototyping was done using simple pen and paper. The result was a game based on character from the show The Office. The player is tasked with surviving moving character by dodging them and they can shoot obstacles to make space. There is also collectables in the game.

### 3. Features in action

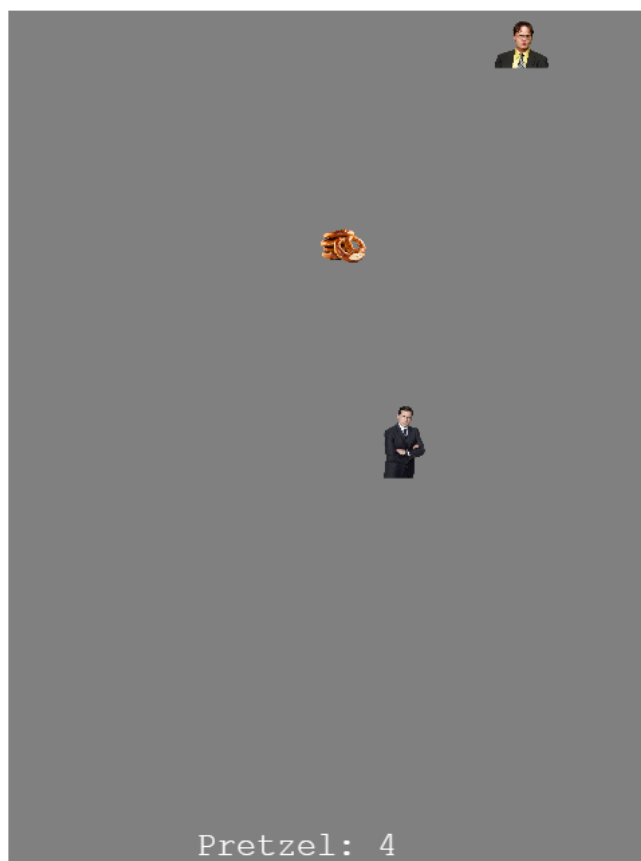
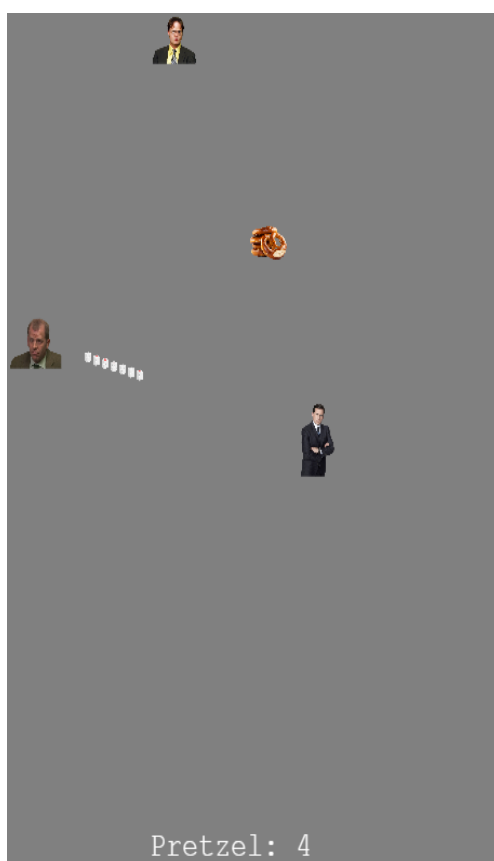
The main features concern interactions between the player object and other objects in the game such as enemies and collectables.

The first interaction is between the player object and the collectable object in the game. Every collected pretzel increases the score by one and adds one Dwight to the scene and increases the speed of randomly appearing Dwight characters which travel along the x-axis by ten. Consuming the pretzels, Dwight appearing and instant death all have their own sound effects.

The shooting mechanism uses the mouse while movement is done with the keyboards arrow keys.



The second type of interaction is between the player and toby. The player can propel paperwork using the mouse which clears Toby obstacles from the scene.

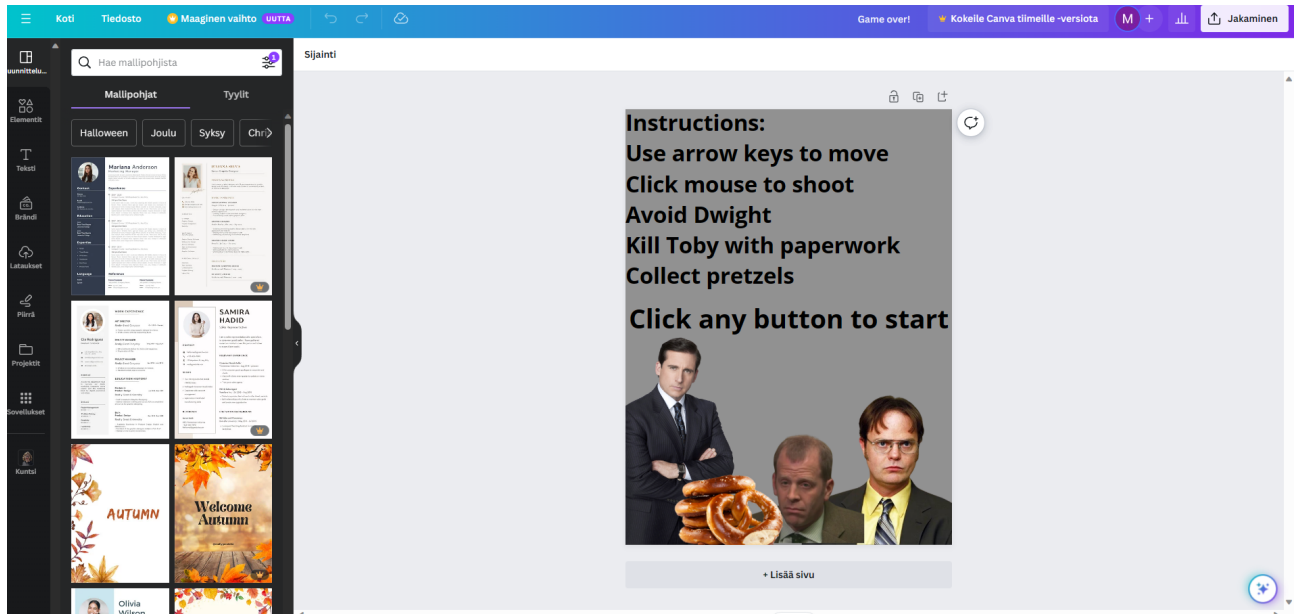


Touching either Dwight or Toby results in instant death.

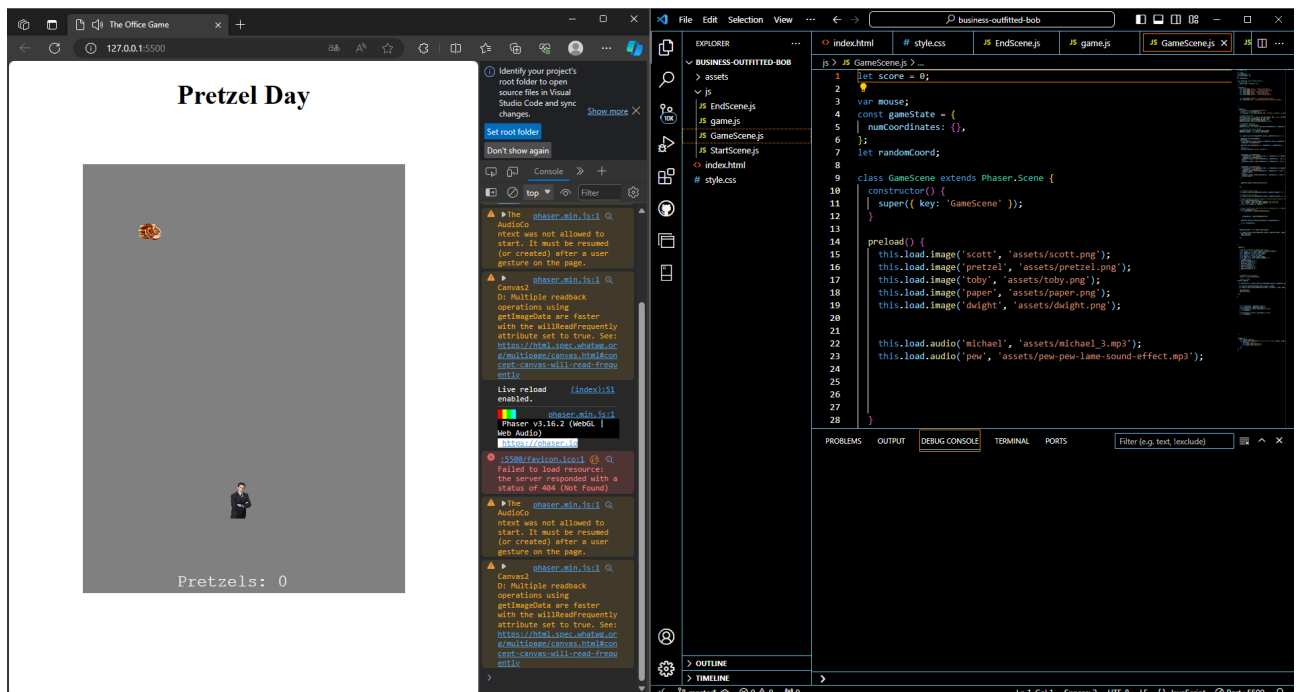
## 4. Tools

The project was completed using VSCode and Canva.

Canva was used to generate the different screens and characters



VSCode was used to code the game and test how it played on the browser



Sound effects and other such assets were obtained from the Web.

## 5. Directory Structure

The directory looks as follows:

```
web_page
├── index.html
├── style.css
├── assets
│   ├── asset1.png
│   ├── asset2.jpg
│   └── ...
├── js
│   ├── endScene.js
│   ├── game.js
│   ├── gameScene.js
│   └── startScene.js
```

The directory is simple and contains every segment of code in its own file. Since by the end of the project there were three separate js files it was much cleaner to store them in their own subdirectory.

## 6. Testing and Quality Assurance

Testing was done by sending a github page link to friends and family and asking them for their feedback. Given the time it wasn't possible to make a form and see exactly what browser and devices were used etc.

