Game Proposal

The game is inspired from the role of a goalkeeper in a soccer game. In the game, the player has a top-down view of the soccer field. The player controls the goalkeeper by moving right or left. The aim is to prevent from conceding a goal. The soccer balls will randomly pop-up (spawn) in front of the goalkeeper every 5 seconds and will move freely inside the canvas border. When the goalkeeper saves a goal, it will rebound from him on the screen. Every save will increase the difficulty. The number of saves derives the player’s score. But, as soon as a ball goes in the goalpost, it’s game over!

The game code will include different functions for the goalkeeper, soccer balls and the canvas border.

* The goalkeeper will be coded with “onkeydown” for left and right movement
* The balls will be based on random functions for the movement, speed and location of the first appearance
* The balls will be based with “if functions” to rebound against the canvas and the goalkeeper
* A prompt will show up when the game over
* The score will be displayed as the game goes on

Research will be conducted for collisions and how to operate “if functions” with keyboard interaction. Furthermore, research will include how to keep the score live as the game goes on, along with more details of other functions.

<https://www.w3schools.com/>

<http://www.javascriptkit.com/cutpastejava.shtml>