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IMS Informatik Mittel Schule

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Worm

As part of the practical training, I was tasked with developing a game using JavaScript. Since I had no prior experience with JavaScript, I had to thoroughly work through a multi-part tutorial that covered the basics of game development. I decided to create a game similar to the classic "Snake" game and named it "Wurm." The game was designed to include a tutorial and a help page.

Initial Situation

In the practical training, I was instructed to develop a game using JavaScript. Since I had never worked with JavaScript before, I had to go through a multi-part tutorial that taught the basics of game development with JavaScript. Additionally, I needed to start thinking about what type of game I wanted to create.

Goal

The goal was to set my own requirements for the game, which would then be used to evaluate the final product. This exercise was meant to teach me how to assess my own capabilities realistically, ensuring that I could complete an appropriate amount of work within the given timeframe – not too much, but not too little either. I decided to create a game similar to "Snake" and called it "Worm." The game was to be like "Snake" and include a tutorial and a help page.

Implementation

When it came time to start the project, I was initially unsure where to begin. Although I had watched and worked through the tutorials, it is quite different to follow a tutorial than to program independently. However, once I began, it became easier than I expected after some time. I quickly created all the necessary pages and started working on the game itself. The project progressed relatively well, and I was able to meet all the requirements I had set and even implement a few additional features.

Result

I was more than satisfied with the result and could be proud of myself. I had enough time to develop additional features, such as fire that makes the worm smaller. I was also able to incorporate elements like gameplay time, score, and high score. The project was rewarded with a grade of 6, with which I was quite pleased.

Insights

Through this project, I gained several valuable insights. Firstly, I learned how to set realistic requirements for myself. Secondly, I worked with JavaScript for the first time and established a solid foundation for future projects. I also learned to better gauge what I can achieve within a given timeframe and what I cannot. An important lesson was that it is better to set lower expectations and exceed them than to aim too high and fall short.

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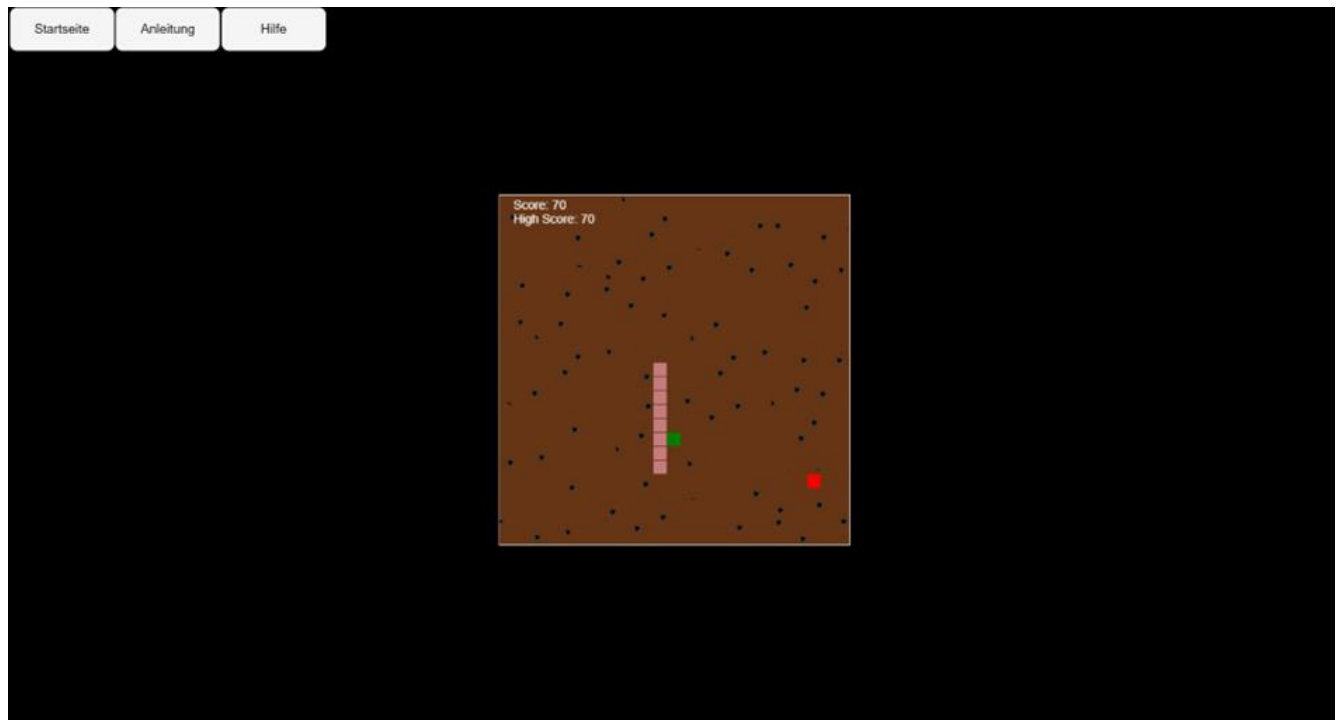
Screenshot of the game

Anleitung zum Spielen des Wurm-Spiels:

- Das Ziel des Spiels ist es, mit dem Wurm so viele Pflanzen wie möglich zu fressen und dabei so lange wie möglich zu überleben.

Starten des Wurm-Spiels:

- Um das Spiel zu starten, musst du einmal eine beliebige Taste drücken, damit das Spiel geladen wird. Danach kannst du mit der Steuerung in die gewünschte Richtung starten.

Steuerung:

- Du kannst den Wurm mithilfe der Pfeiltasten (↑, ↓, ←, →) oder den Tasten W, A, S, D steuern.

Vermeide Kollisionen:

- Achte darauf, nicht gegen die Wände oder den eigenen Körper des Wurm zu stossen, da dies zum Spielende führt.

Sammle Pflanzen:

- Wenn der Wurm eine Pflanze erreicht, wächst er und du erhältst Punkte.

Vermeide das Feuer:

- Es gibt auch ein Feuer (rote Box). Wenn der Wurm sie erreicht, wird der Wurm kleiner und du verlierst Punkte. Versuche, sie zu vermeiden! Es kann vorkommen, dass die Pflanze und das Feuer auf derselben Stelle sind, dann bist du gezwungen, das Feuer zu erreichen.

Spielende und Highscore:

- Das Spiel endet, wenn der Wurm gegen eine Wand oder sich selbst stösst. Dein Ergebnis wird angezeigt, und wenn du den Highscore schlägst, wird er aktualisiert.

Screenshot of the tutorial