TaxiTRAFFIC - Read Me

Description

Moving a car using canvas, **TaxiTRAFFIC** game uses basic animations in a 2D context. The canvas is a cartesian plane, where the player uses the left and right arrow to avoid taxis, collecting fuel points. The game ends when there is a collision.

MVP (DOM - CANVAS)

- Avoiding collision with vertically opposing taxis, the car must be moved left and right.
- Taxis appear randomly from the top of the screen.
- There are fuel points to collect that appear on a score sign.
- It's game-over if the car collides with a taxi.
- The score is displayed in the game over screen.
- End game button
- Try again button

Backlog (guarda em registo)

- Scoreboard
- car.png
- road.png
- taxi.png
- taxisImage

- arrows.png
- logo.png
- fuel.png
- smash.mp3

Data Structure

script.js
- buildNewGameScreen () {}
- buildGameOverScreen () {}

game.js
- createObstacles () {}
- startCar() {}
- startBackground() {}
- checkCollisions () {}
- addCar () {}
- setTimeout () {}
- clearCanvas () {}
- updateCanvas () {}
- drawCanvas () {}
- gameOver () {}
- gas () { this.x; this.y; this.direction; this.size }
- taxis () { this.x; this.y; this.direction; this.size}

player.js

- car () { this.x; this.y; this.direction; this.size }
- move () {}
- crashCollision () {}

road.js

- updateRoad () { this.x; this.y; this.direction; this.size }
- trafficRoad () {}
- checkCollisionTop () {}

States y States Transitions

Definition of the different states and their transition (transition functions)

- introScreen
- gameScreen
- gameOverScreen

Task

- script - buildDom
- script - build introScreen
- script - addEventListener
- script - buildGameScreen
- script - buildGameOverScreen
- game - startCar
- game - updateCanvas

- game - drawCanvas
- game - createObstacles
- game - startCar
- game - startBackground
- game - checkCollision
- game - addCar
- game - setTimeout
- game - clearCanvas
- game - updateCanvas
- game - drawCanvas
- game - gameOver
- game - addEventListener
- game - gas
- game - taxis
- player - car
- player - move
- road - updateRoad
- road - trafficRoad
- road - checkCollisionTop

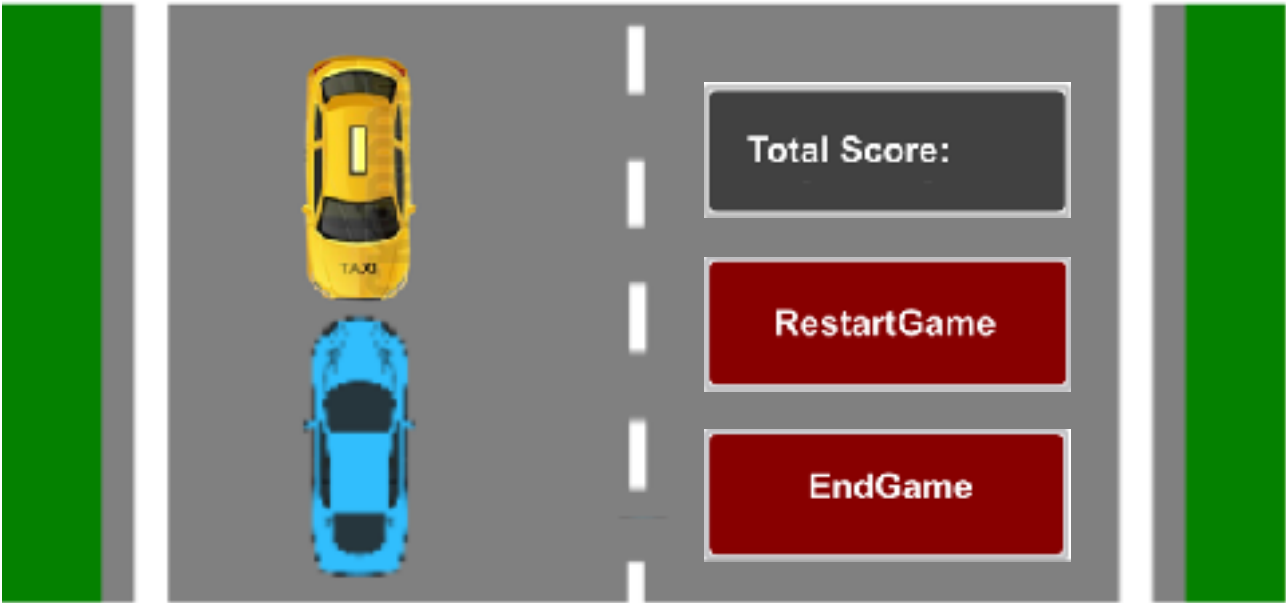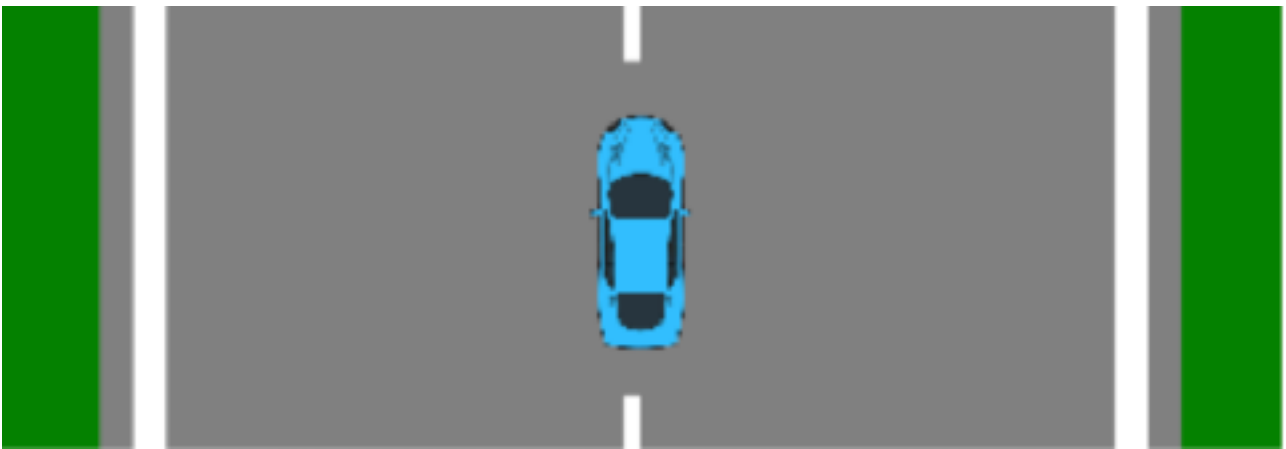# Wireframes

Draw the app states:

1-Intro Screen
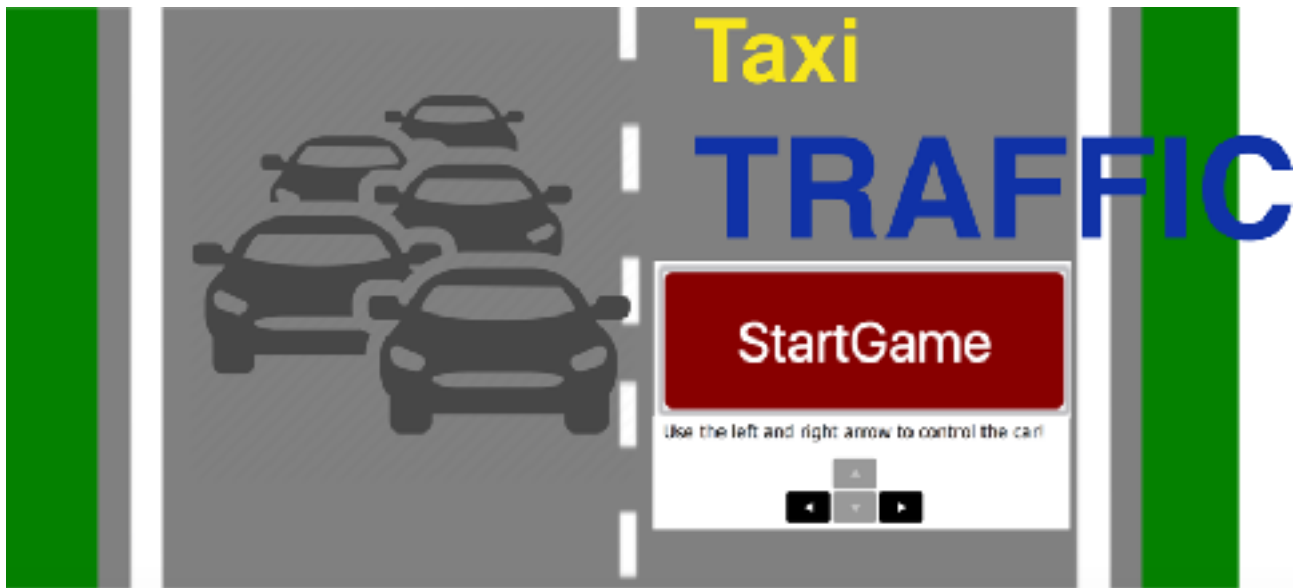
2-Collect fuel

3-Collision

4-New Game
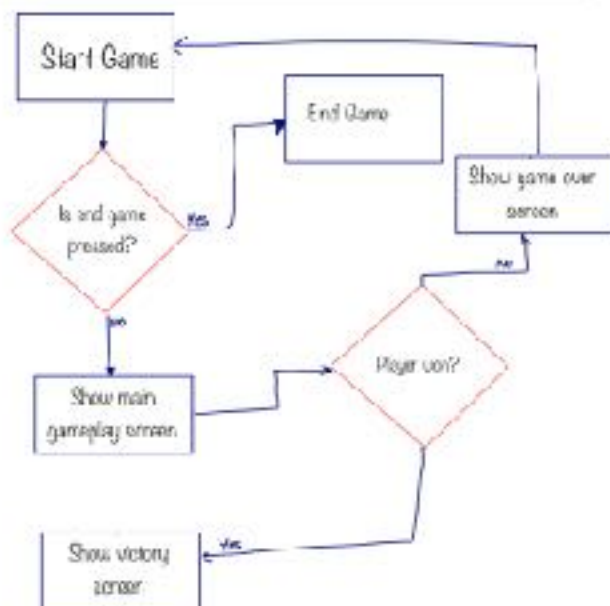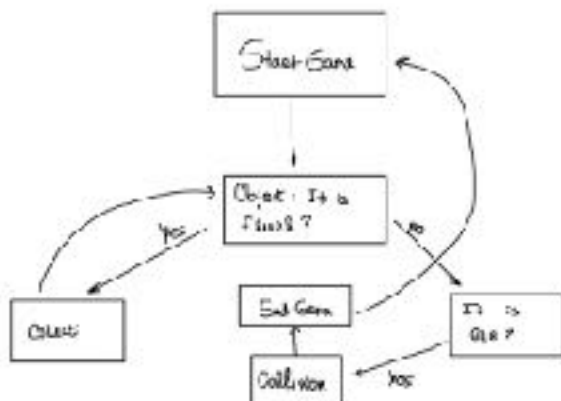
Know where the buttons are

Draw the flow between states

Links

Git
URls for the project repo and deploy - TO COMPLETE

Slides
URls for the project presentation (slides) - TO COMPLETE