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Conjurer

A client-side JavaScript application (game) implemented
using the HTML graphic APIs – Canvas and SVG

Team “Lemon Drop”

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Project Summary

The project is inspired by the game “Magick” - <http://www.ludonkey.com/magick/?lang=bg>

Purpose:

The main purpose is to help the main player – the conjurer to escape by finding a key and passing through a door that will lead him to a next level.

Gameplay:

The conjurer walks and jumps by himself over one-tail high walls and changes its moving direction in case of a collision with higher walls. There are obstacles all over the game map and the player can conjure crates to overcome them.

Game elements:

- Gems – picking up a gem adds points to the player’s score
- Spikes – stepping on a spike takes away one life point and brings the player back at the beginning of the route
- Moving fire – a collision with the moving fire takes away one life point and brings the player back at the beginning of the route

The game consists of:

- Main menu screen, where the player can choose from two options:
 - “Play”- displays the main playing screen
 - “How To” – displays instructions with screenshots for easy understanding of the game rules
- Three different levels
- Gameover screen – marks the end of the game, displays the highest score and gives you the option to go back to the main menu

Main Modules:

- game.js – represents the global variables and functions in the app
- preload.js – loads the game board elements (tilemap and images) and the audio for the different events within the game
- constants.js – represents the constant values used in the app

GitHub Repository

<https://github.com/Pip3r4o/JS-UI-DOM-Team-LeonDrop>