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Conjurer

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

**Team “Lemon Drop”**

Петър Кънев (username: Pip3r4o)

Веселин Цветанов (username: veselints)

Орлин Иванов (username: ThaILLEST)

Гергана Байлова (username: GeriCookie\_Bailova)

Vanya Karaasenova (username: VanyaD)

Ивайло Паскалев (username: IvayloPaskalev)

Радослав Ангелов (username: half.human)

**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>