2023

CSY1063 WEB DEVELOPMENT

TCA 2 Report

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**CHECKLIST OF COMPLETED FUNCTIONALITY**

|  |  |  |
| --- | --- | --- |
| Feature | Y/N | Notes |
| Bare pass (D- - D+) | | | |
| The game begins when the start button is pressed | y | Game starts when button is pressed |
| The start button is hidden on click | y |  |
| Tanks and bombs get created at random positions | Y |  |
| Bombs move across the screen | Y |  |
| Multiple bombs can move at once | Y |  |
| When a bomb hits the edge of the screen, it explodes (with explosion animation) | Y |  |
| Player/explosion collision detection | y |  |
| Multiple points of collision (not just top left) | y |  |
| "Game Over" message | y |  |
| Cactus collision detection | y |  |
| Player animation is set to "dead" (lives not implemented) or "hit" (lives implemented) | y |  |
| Good pass (C- - B-) | | | |
| Bombs exploding at random points, not all at the same | y |  |
| Lives being added/removed through JavaScript (not in the html file) | Y |  |
| Display the hit animation when the player gets hit and remove a life | Y |  |
| Game over when all three lives are lost | y |  |
| Play again message (reset button) | Y |  |
| Very good pass (B – A-) | | | |
| Scoring system GUI functional and counting the bombs avoided | y |  |
| The scores and names are saved in local storage | y |  |
| Displaying a list of the high scores | y | Displays the highest score, current player score displayed on top right corner |
| Random bomb speed | y |  |
| Different bomb angles | y |  |
| Excellent pass (A – A+) | | | |
| Increasing difficult levels | y |  |
| An infinite number of difficulty levels | y | Will make it unable to go forward, as levels increases. |
| The player displays the "fire" animation when the space key is pressed | y |  |
| Arrow gets created at the player's position | y |  |
| Arrow moves in the correct direction from the player (up, down, left, right) | y |  |
| Collision detection with arrow and bomb | y |  |
| Arrow and bomb are both removed on a collision | y | When they collide, arrow disappears. Nothing happens to the bomb |
| The player cannot move for 0.5 seconds while the arrow is being fired | y |  |
| The player can only fire one arrow every 0.5 seconds | y |  |

**TESTING**

**EVALUATION**