**JavaScript Game CA2**

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My game is a simple platformer game based off what we created in class. The player’s goal is to catch the collectibles and reach the end of the level. You used WASD to move through the level and spacebar to jump.

Assets

I sourced my assets from kenney.nl who provides lots of free CCO content for game developers.

<https://kenney.nl/assets/pixel-platformer>

Characters

For the player character and enemy, I chose two of the sprites from this content pack. For simplicity these characters don’t have animations as if they were static sprites, but they do flip according to which direction they are moving in. I also used a winged creature for the projectiles as it flies towards the enemies. The collectible is a gem sprite.

   

Level

The level has a simple design with various platforms that the player can jump across to progress to the end. On these platforms are enemies and collectibles that the player can either pick up or destroy. When the player gets a collectible, it is added to their score.

How To Play

To play the game you use the arrow keys to move and space to shoot. You can avoid or kill the enemies and collect gems to score points. The game is over when you have collected all the gems. The final platform is blue.