

## Project 3: HTML5 game

In this project a HTML5 game was made using Phaser framework. The editor used was Visual Studio Code and Live Server extension was used for server. The game starts in main menu where user has to press SPACE to start the game. The game is an infinite jumper where the player can collect fruits to get points. There are two types of fruits. Melons give one point and bananas give two points. There can also spawn trampolines on platforms that make the player jump higher and saws as enemies that can hurt the player. The game ends when player gets hit by saw or falls off. After game ends there is game over scene where the score of your last game is shown, and user can press SPACE to play again or ESC to return to main menu. There is no touch screen input system but user can play the game in mobile environment with a keyboard.

Assets downloaded from <https://itch.io/game-assets/free>

Pixel Adventure

200 Free SFX

### Points

Feature	Points
Well written PDF report	3
Application is responsive and can be used on both desktop and mobile environment	2
Application works on Firefox, Safari, Edge and Chrome	3
The application has clear directory structure, and everything is organized well	2
There is a clear plot in the game. It has a start and end	3
There are different (more than 1) objects to collect	2
There are moving parts in the game area (other than the player and enemies, so e.g., some floors fall apart)	3
Game uses physics engine, so that there are falling parts / enemies / players	2
There are enemies that can hurt the player	3
There is music and sound effects when player shoots/jumps or anything like that	3
There are animations for game objects: similar to sound effects, makes the game more entertaining	3
Total	29