

Interceptor

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Javascript Project

Interceptor is a single-page application inspired by the classic game Missile Command developed by Dave Theurer of Atari, inc. The player's objective is to protect several cities on the ground from various enemies in the air. The player accomplishes the objective by aiming and launching missiles at enemies. Missiles do not interact directly with enemies but instead only explode at the point targeted by the player, destroying any enemies in the blast radius. The fun is in predicting the right place to detonate missiles and difficulty ramps up as enemy movement becomes less predictable.

Functionality & Minimum Viable Product

- **Mouse controls:** The game can be controlled by pointing and clicking.
- **Keyboard controls:** The game can be controlled by key presses.
- **Sound:** The game will have music and sound effects that can also be muted.
- **Animation:** Missiles and enemies all have animation frames.
- **HUD:** The heads-up display will feature the current score, remaining ammo, and level number.
- **High-Score:** A high-score list will be kept in the browser's local storage.
 - A global leaderboard to be updated using a backend API.

Potential Page Layout

Logo	Header		Logo Logo Logo
Game Settings	Game Area		Local Global
Control Type <ul style="list-style-type: none">• Keyboard• Mouse			1. Player 2. Player 3. Player 4. Player 5. Player 6. Player 7. Player 8. Player
Play Speed <ul style="list-style-type: none">• Fast• Normal• Slow			
Display Mode <ul style="list-style-type: none">• Dark Mode• Light Mode			