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Course: CT30A2910 Introduction to Web Programming

Minji the Fruit Collector Documentation

Game Description

In *Minji the Fruit Collector*, your mission is to help Minji gather 100 fruits! Inspired by classic games like *Doodle Jump* and *Cookie Run*, you'll leap from one floating log to the next, collecting fruit as you ascend. But watch out! Each platform vanishes behind you, adding a thrilling challenge to your quest. Reach 100 fruits to claim victory. The game restarts as soon as you accomplish the mission. Good luck!

Utilized Technologies and Tools

The HTML game is primarily developed with JavaScript and Phaser. All game assets were made in Adobe Illustrator.

Development Process

A GameScene was created to serve as the core gameplay environment. After linking the JavaScript and HTML files (including the Phaser library), imported PNG files were transformed into animation sprites for Minji's movements, such as walking and jumping. The game's background and starting point were established, followed by the creation of platform and fruit objects using additional PNG assets. To manage fruit generation and collection, the `addFruitAbove()` and `collectFruits()` functions were implemented. The `update()` function orchestrates the game loop, handling platform and cloud movement, Minji's controls, and game over conditions. Finally, a `gameOver()` function was added to determine the game's end point.

Justification for Points

Given its simplicity and lack of complex features such as enemies, difficulty levels, or sound effects, I believe the game deserves a score of 15 points. While the core gameplay focuses on collecting collectibles, it does present some challenges, including timing jumps onto disappearing platforms. Unfortunately, the game currently lacks a proper game over mechanic, forcing players to refresh the page to restart.