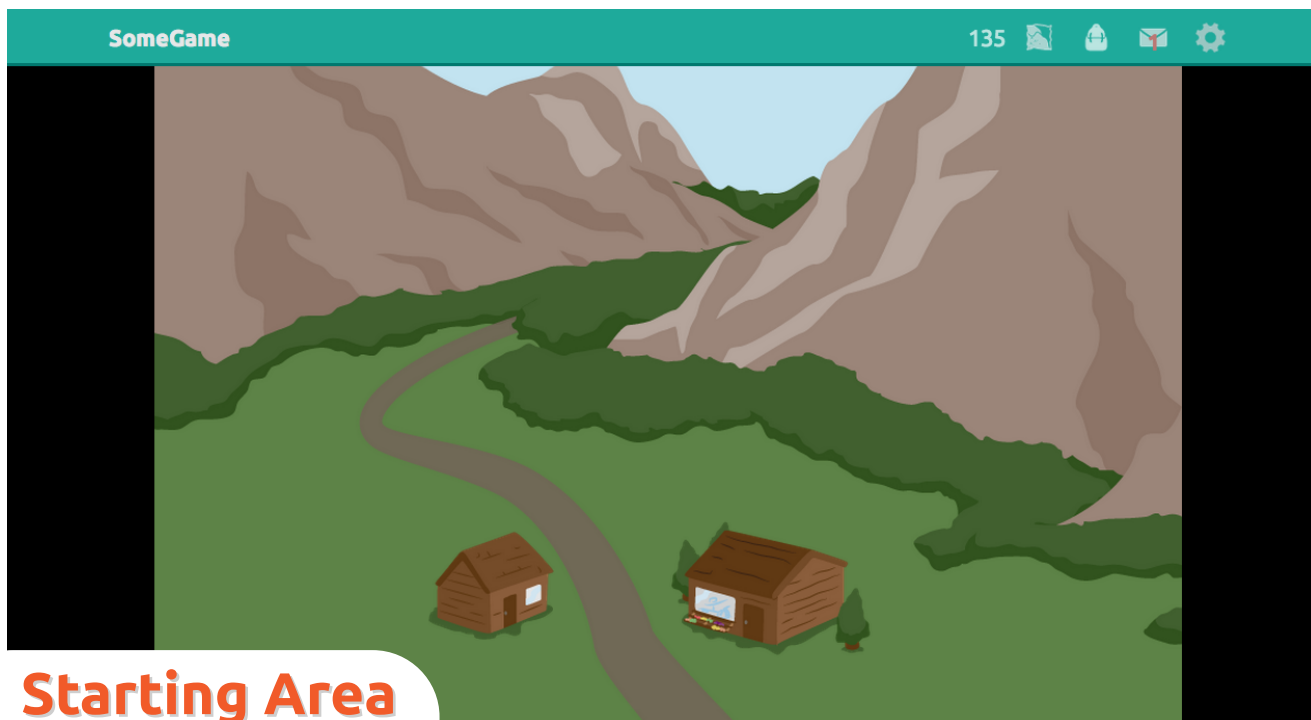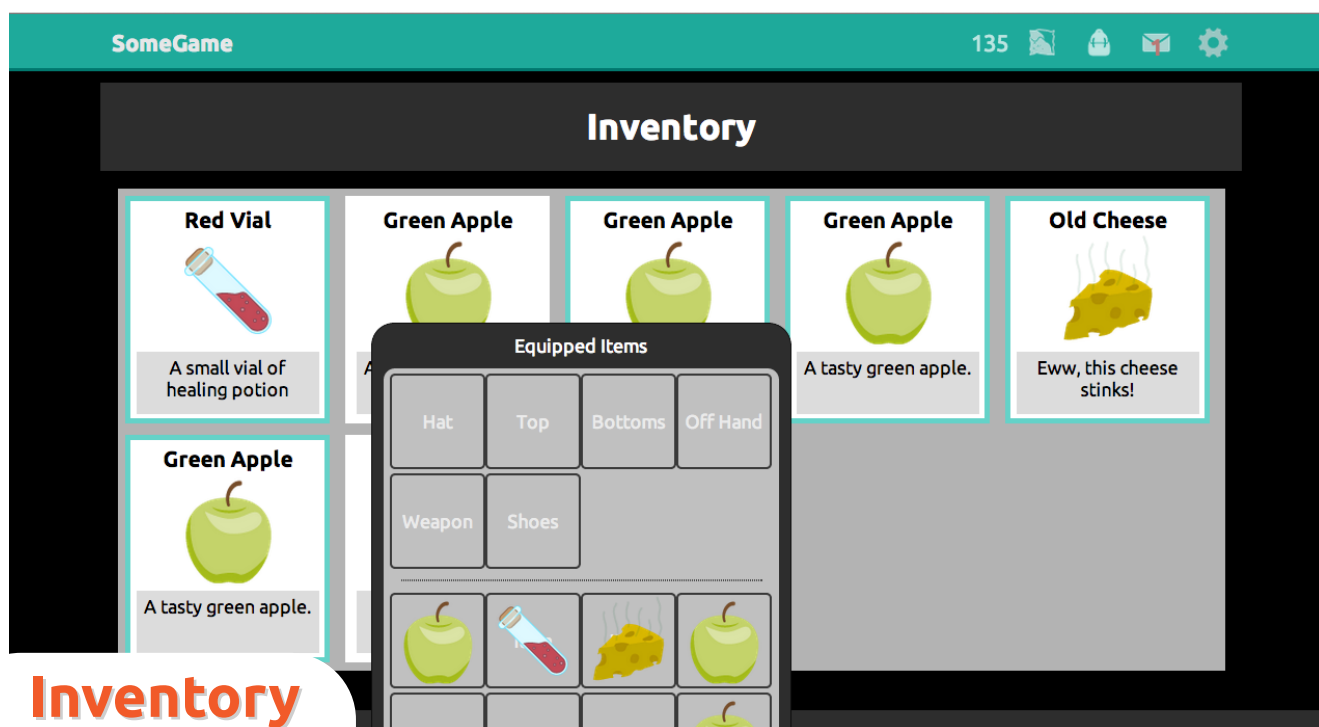# Project Spotlight - Browser Adventure Game

For the past month or so I have been working on a browser based game.
Users can create customizable characters which they can use to explore the game world.
Along the way, characters will be able to hunt monsters, collect and buy all sorts of items, gain experience and skills and even battle other characters head to head.
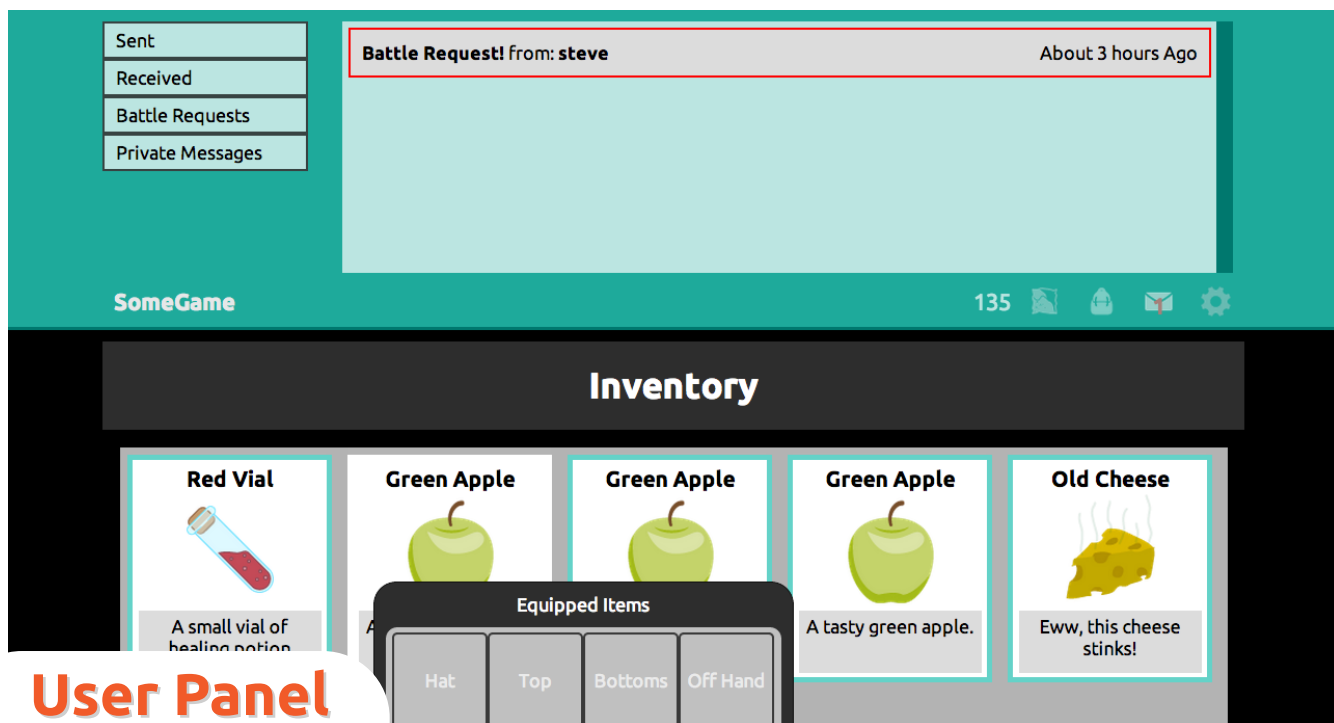

Starting Area

The Character can move from town to town, visiting stores to buy and sell items, inns to regain health and hunt monsters around the towns


Inventory

Items can be used or 'equipped' through the character's inventory by dragging and dropping from the item list to the movable 'equipped items' panel.

# Project Spotlight - Browser Adventure Game (p2)

User Panel

I decided to keep some utility-type features in a pull down header panel.
The idea was to keep focus on the game and away from these features until they are needed, it still needs a style overhaul but I feel that idea works well.
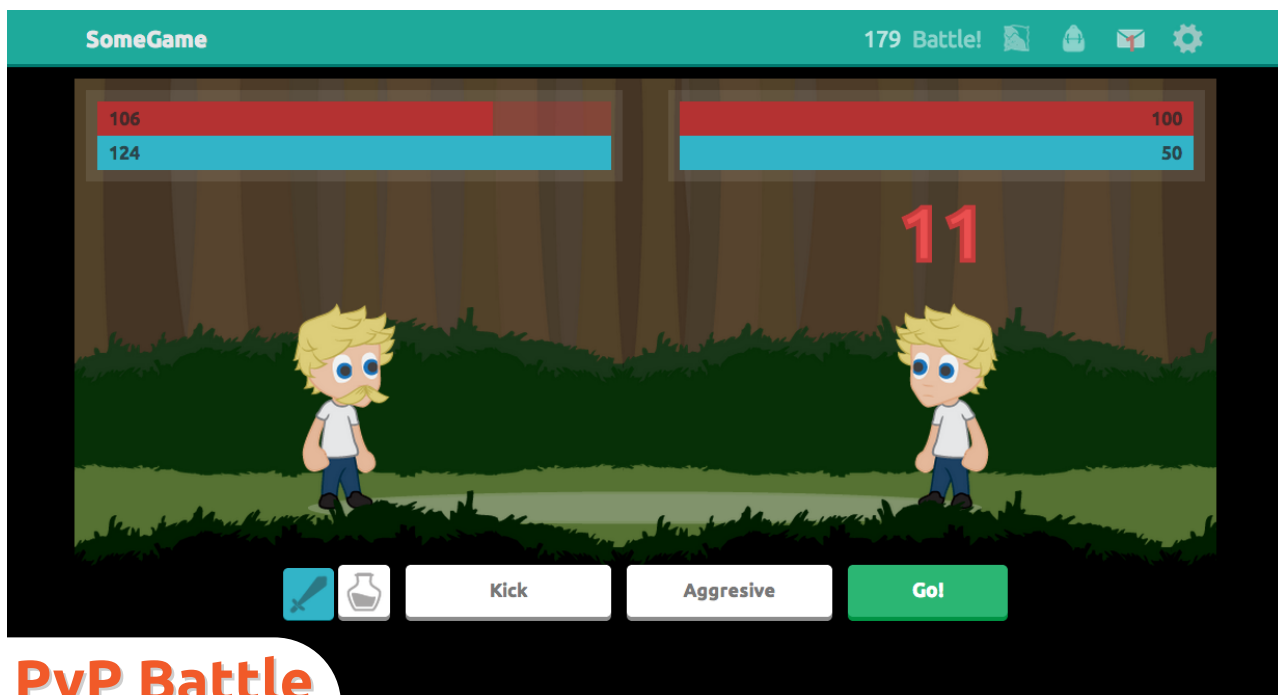
PvP Battle

players can select from a number of skills, which will be earned through levelling up and questing, or items. Style can then be set, causing skills to be executed aggressively, defnsively or normally, altering the damage calculations accordingly.
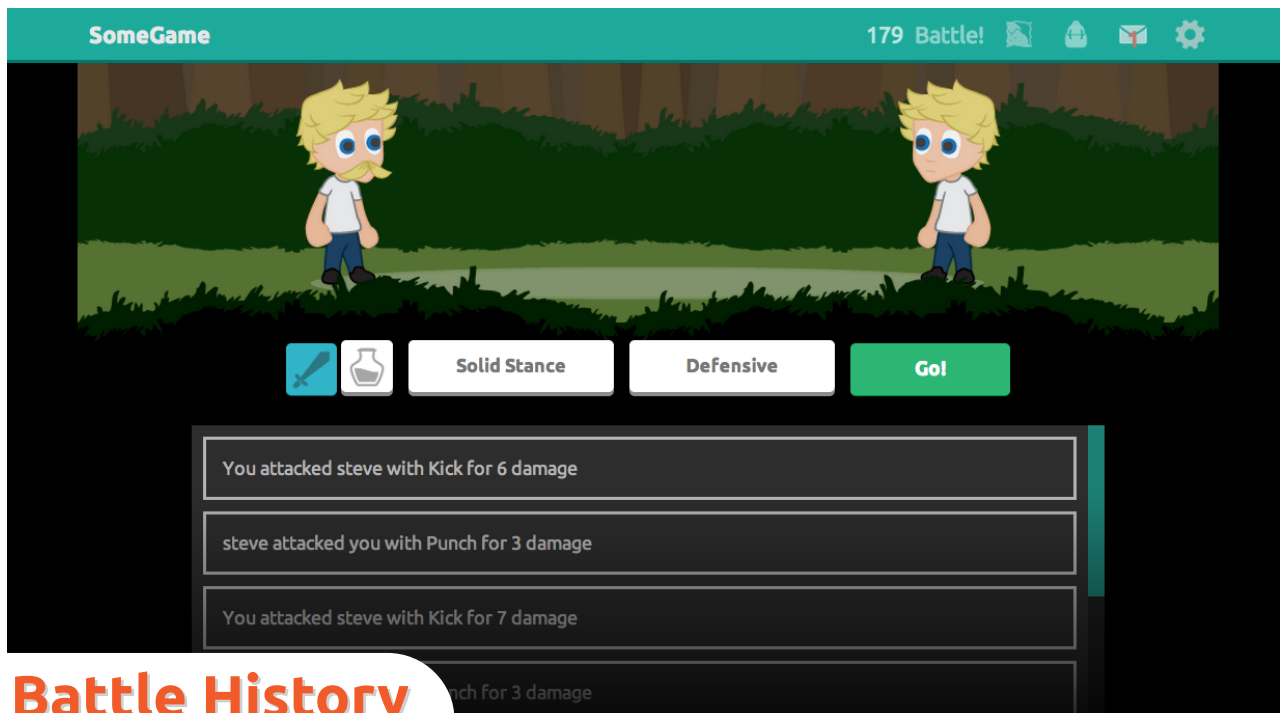
Battle History

Data is stored for each turn made, allowing for a play by play look at how each battle went, aswell as historical analytics for improving tactics (not yet implemented)
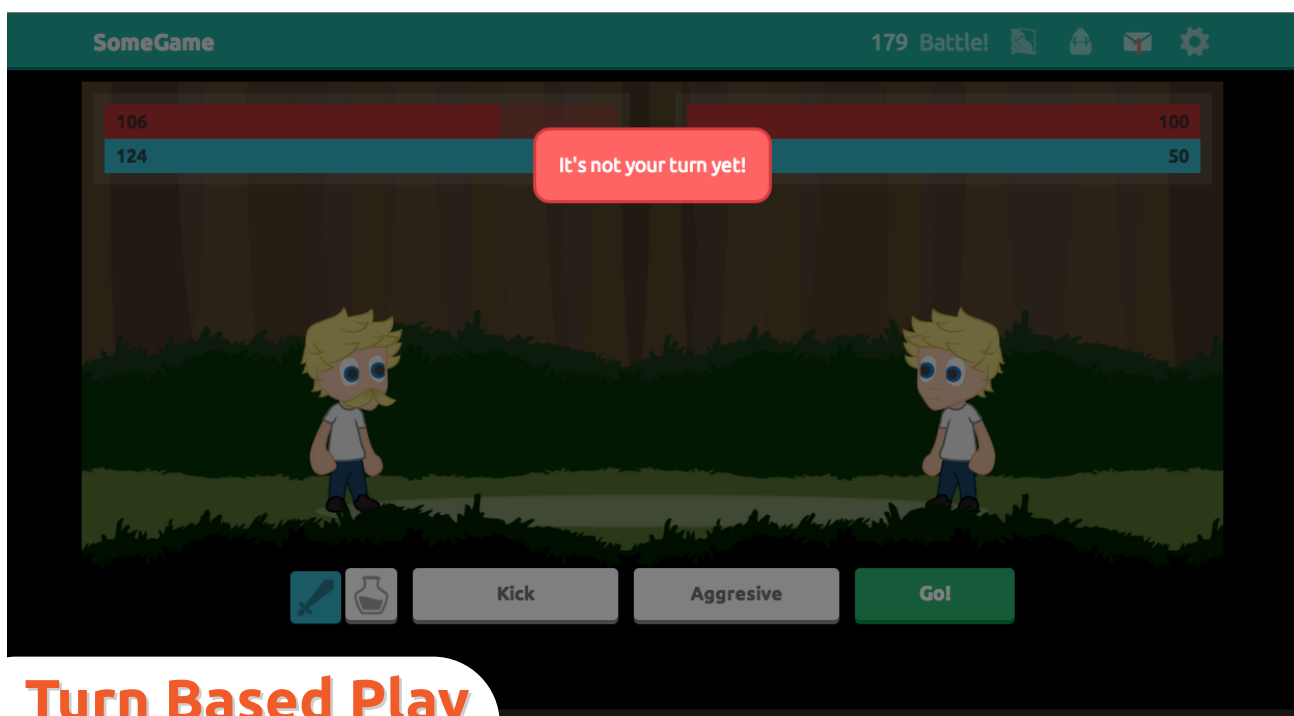
Turn Based Play

Players take turns to make their moves. I'm moving towards making the entire battle process AJAX based, allowing the game to be passive (turns could have days or weeks between them) but having the feel of a live game if both players are participating at the same time. This will save the user from refreshing the browser over and over again to check that the opponent has made their move.

Spencer Taylor

"I'm a digital creative with a passion for making things that are engaging and lovely to look at. My focus is in web development and UI design and I'm always eager to learn new methods, concepts and technologies."

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Skill-set

- CSS3 / SCSS
- HTML5
- Illustrator
- Ruby / Rails
- JS / JQuery
- PHP
- SQL
- Flash / Animation

Over the past year I have studied several web programming languages.
I'm currently focussing on diving deeper into Rails, Jquery and the implementation of AJAX to interface smoothly between the two.
Next, I plan to explore the popular JS frameworks such as node.js, ember.js and angular.js.

My aim is to be able to leverage as much knowledge and as many tools as I can to build great things.

Education

2013 - Bitmaker Labs
Web Development Immersive

2012 - University of Plymouth
Ocean Sciences (BSc)
Extended Science (Foundation)

2006 - Queen Elizabeth 6th Form
Media Production (Double award AVCE)
ICT (Double award AVCE)

Experience

Unfortunately, other than a small number of unsolicited and free projects, I have no relevant industry experience. I have mostly worked bar, retail and even factory roles to pay my way through college and university.
My online portfolio at spentaylor.com shows a selection of the projects that I have been working on recently .

Thank you for your time, I look forward to hearing from you!

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