COURSEWORK: KIKI'S RUN

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OVERVIEW

Kiki run is a 2D game, featuring a player-controlled character who moves through a scrolling landscape full of flying foes. It is an endless runner genre game where the player aims to score points and achieve the highest score possible within the time limit.

Player Controls

- Left Arrow : Move left
- Right Arrow: Move Right
- Up Arrow: Jump up
- Down Arrow: Jump Down

To increase the game complexity, the player can only jump or sit while walking and cannot directly sit after jumping or vice versa.

SCORING

The player can move the character around the game screen using these buttons and catch the bugs by jumping. Every time the character hits a bug, the player scores a point. The game is timer based so the player with the highest score within 30 sec will be the top ranker of the game.

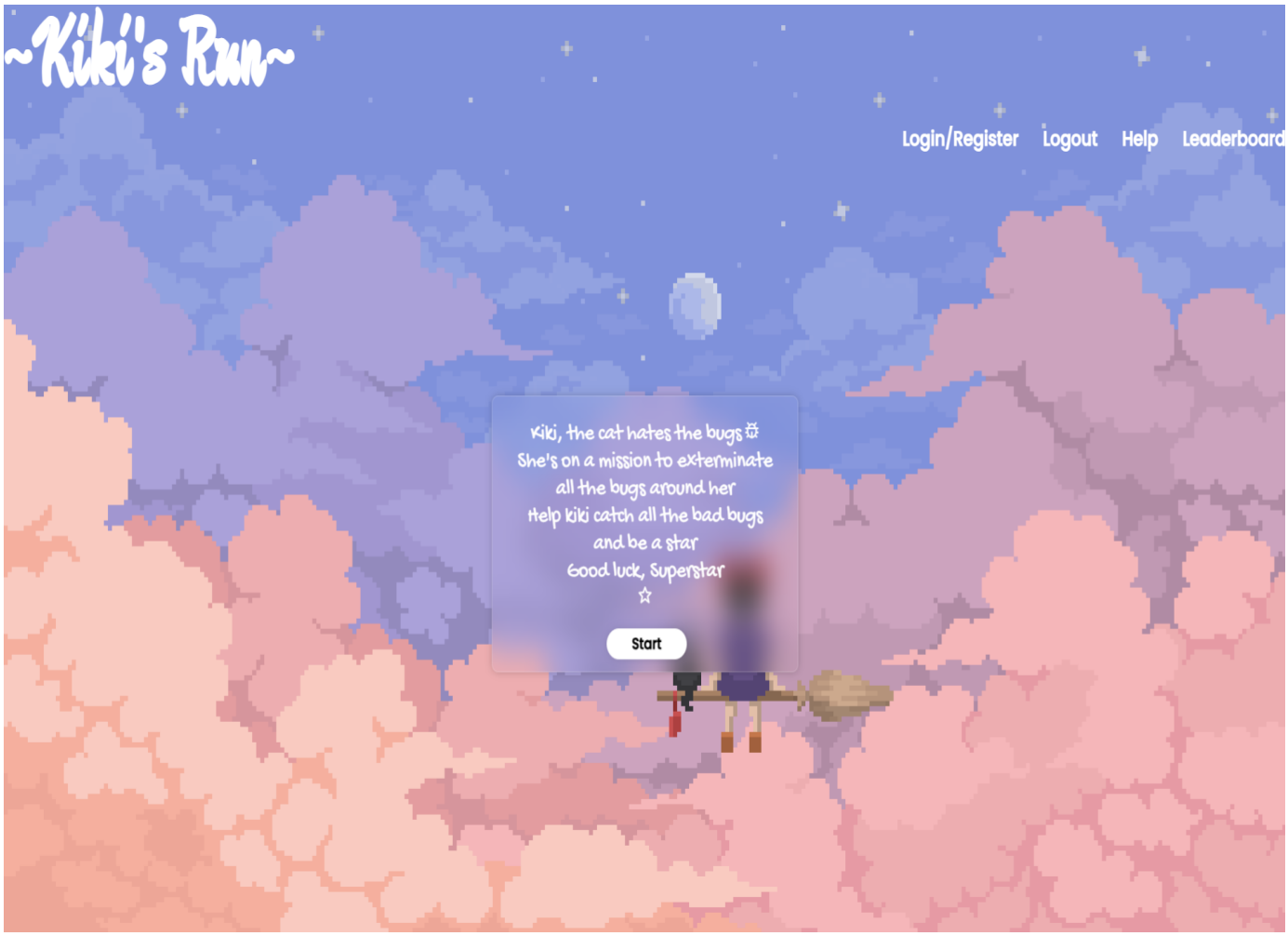
PAGES

The game consists of 5 pages:
1.Index
2.Login
3.Registration
4.Leadership

5.Game screen

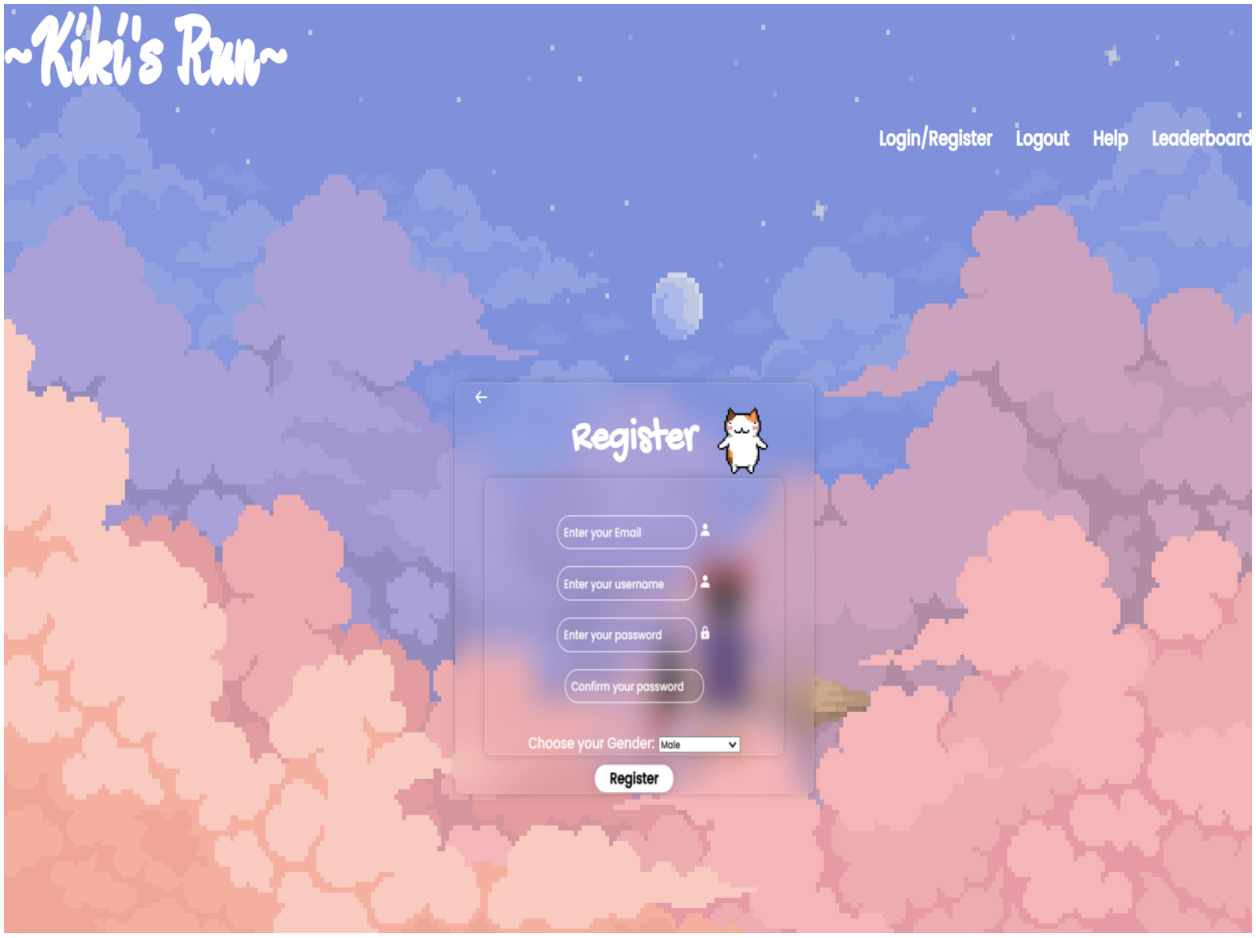
1.Index

This page is where the user initially starts. It consists of the game narrative describing the storyline. It features the start button which upon clicking will take the user to the main game and start the game.
Users can either play the game unregistered or register/login by clicking on the Login/Register present on the navigation bar.



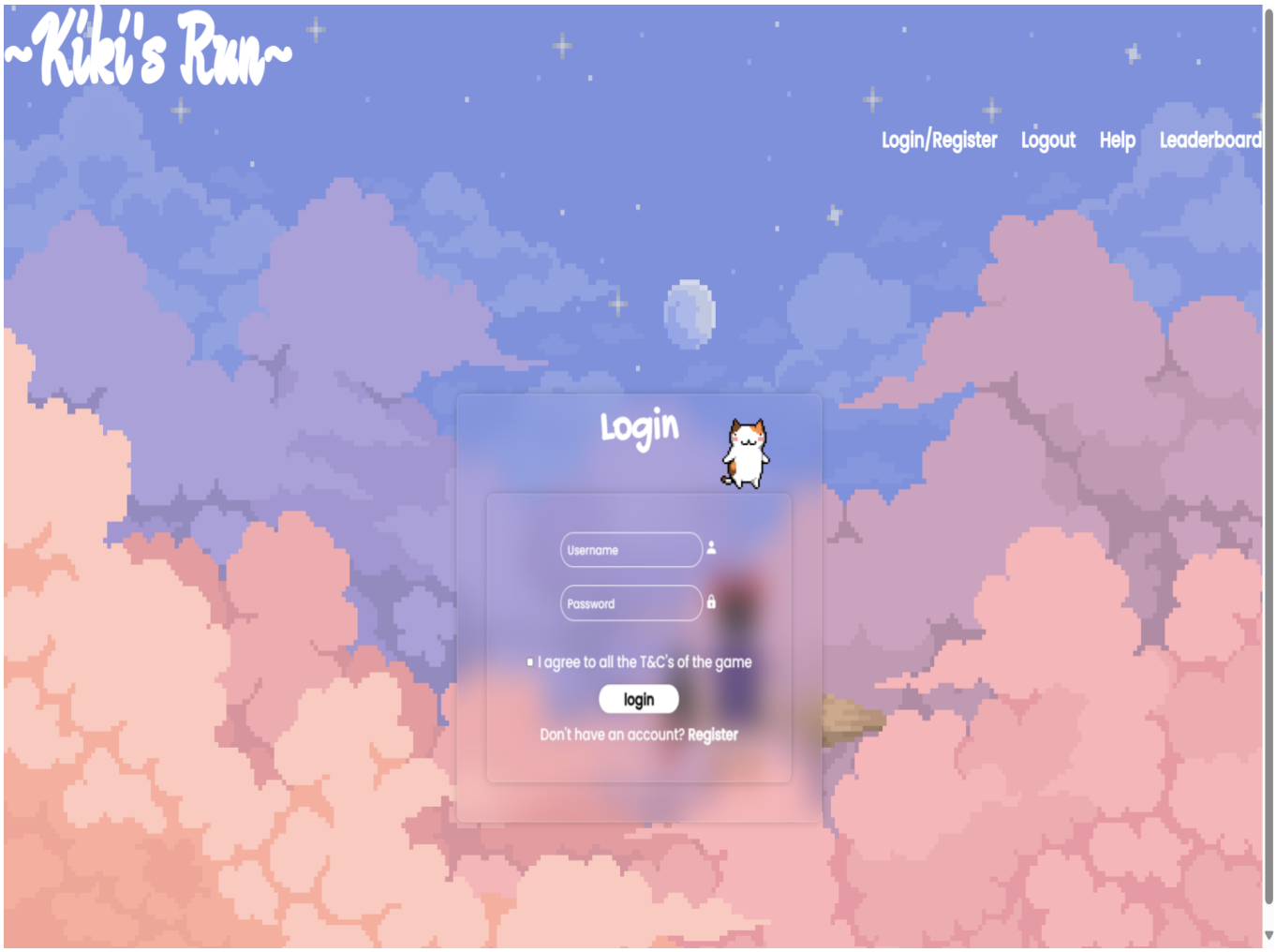
2.Registration

This browser allows the user to register their account in the game. To create an account, the user must insert a user id, email, create a password, confirm their password, and select their gender. Upon clicking the register button, the user data will be stored, and the user will be redirected to the login page where they can login.



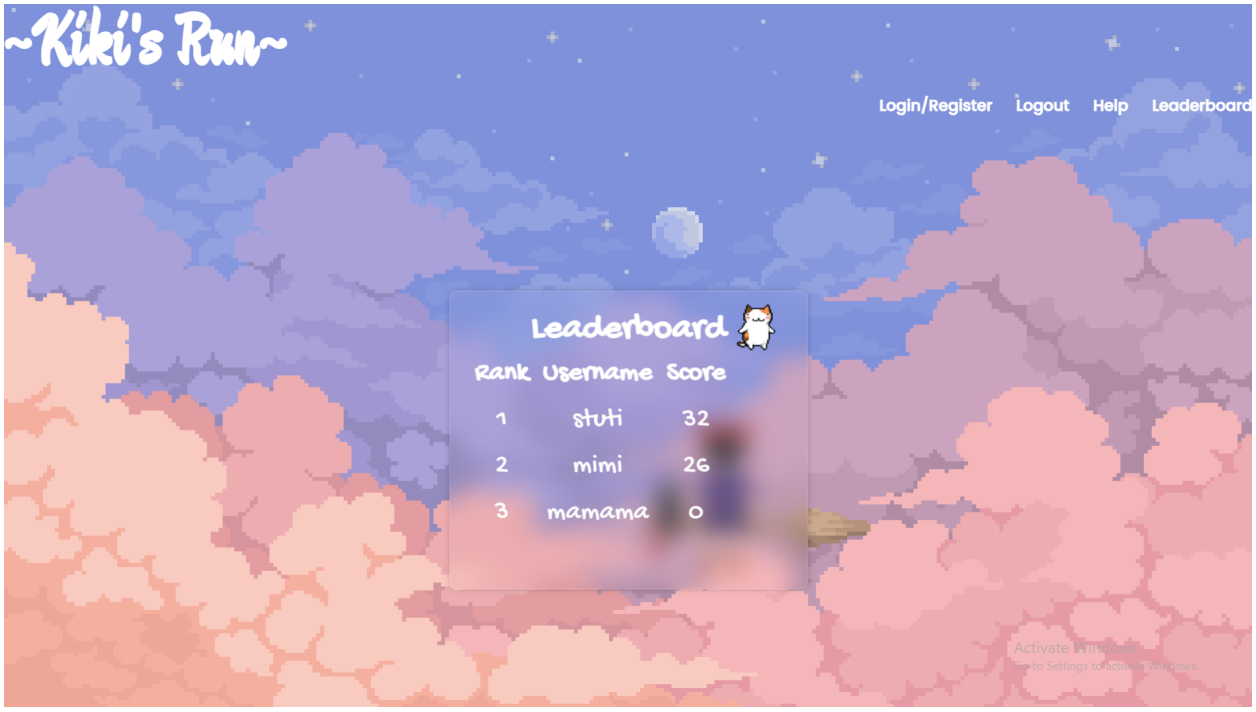
3.Login

The page allows the user to login to the game with their username and password that they have registered with. It also has a register button which will take the user to the registration browser if the users have not signed up to the account.



4.Leaderboard

The leaderboard stores the game data of all the users that have played the game. It selects top ranking users on the game and displays the top users in the table.



5.Game Screen

The Game screen is the main gameplay interface.

Key functionalities of Game screen:

- Player controlled character:

The main character is controlled by player inputs.

- Score Display:

Visible score counter updates as the player scores points.

- Timer countdown

Countdown clock indicating the remaining time to complete the game.

- Dynamic background

Background elements that change or evolve during gameplay.

- Game over screen

Triggers when the game timer reaches zero.

- Hitbox:

Shows the player's range

- Replay:

  Restart the game upon clicking

Challenges

- Encountered issues with score updating, leading to debugging and refinements in the game logic.

- Implementation of accurate and consistent data persistence using localStorage posed a significant challenge during development.

Possible Improvements

- Enhanced User Interface
- Diverse enemy type
- Sound and Music
- Bug fixes and error handling