

# M1 Project

# Diver's Adventure

## MVP

This is a game where the player moves up and down to collect coins

# MAIN FEATURES

- Create 4 states (splashscreen page, game page, gameover page, youwin page)
- Start the game with "Start button"
- Use an animation rendering loop to simulate movement
  - Diver moves forward by default
  - Obstacles scroll to the left
- Diver moves up and down with the keyboard arrows
- Use collision logic to control game state
- End game after 5 collisions
- Win if diver gets the treasure
- Restart on game over/ you win screen

# CHALLENGES

- Detect collisions through the position of each of the objects
- Implement animations/sprites sequentially
- Position y of the obstacles and assign a random height

# IF I'D START FROM SCRATCH

**1**

Start creating different files for each class

**2**

Create parent classes to extend others to simplify the code

**3**

Follow guidelines according to kanban

# FUTURE IMPROVEMENTS

**1**

Review and correct  
collisions system

**2**

Make game  
responsive for mobile  
phones

**3**

Add levels

# Deployment link

<https://susana-prado.github.io/Divers-Adventure/>