What was done?

I decided to take project 3 HTML5 game as my project. This is extended version of week7 week assignment. I originally picked project 1 as my goal, but when I had like 40% done, I got stuck really bad and project felt really unmotivating, so I decided to change it to html game which was risky decision, because there was not that much time to spend building game and exam week is next week. Now it is done but I'm really happy that I changed the project because I enjoyed every minute building it.

This game is cheap version of doodle jump where your goal is to get master ball after you have collected enough points. There are four scenes which are opening-, guide scene and normal- and hard game modes. In opening scene user can read instructions and can choose game mode and after reading instructions user can choose the game mode without going back to opening scene.

Normal game mode is slower paced, and enemies does little damage to player, but that is not where player usually dies. Where player usually dies is that platforms are not spawning in ideally and that is what I'm not satisfied with. My math skills are not that great that I could calculate the ideal algorithm to spawn those platforms, but this is where I need to get better at. Because game development needs to have good calculating skills.

Hard game mode is faster paced, and enemies deals more damage but exchange you get more points from collecting yellow and red stars. Here is same problem with those platforms.

If player do not make the jump and misses the jump, then player is sent back to opening scene and again player can choose the game mode. If player dies or wins then press F5 to start again.

Responsiveness is not perfect it is done with scale mode: Phaser.Scale.FIT. It works in smaller screen sizes but its not perfect.

What tool were used?

Game was made with phaser 3.

Platform, yellow star, and dude is from Phaser 3. Red star, master ball, enemy, heart, opening Scene image and info scene image is my own made which was created in Gimp. I used royalty free music for sound effects from Cymatics this were left over from my original project. CodeSandBox was used to create repository to github and then moved to VSC where the project was coded. I also used git to manage version and for pushing code to github.

How many points would you like to get?

Feature	Max Points
Well written report	2
Application in responsive	2
Application works in FireFox, Edge, Chrome, Opera, Avast browser. (not sure about safari)	2
Clear plot in the game. It has a start and end	4
There are more than one map	2
There are enemies that can hurt the player	3
There are different (more than 1) objects to collect	2
There is music and sound effects when player shoots/jumps or anything like that	2
Total	19

Done by Akseli Hulkkonen 0616785

Link to repository

https://github.com/Tissinapa/webGameProject

References

Phaser 3 https://phaser.io/phaser3

Sound samples https://cymatics.fm/