

'Penguin-Game'



Sink_Ships

```
└── background.png  
└── ice.png  
└── iceberg.js  
└── index.html  
└── penguin.js  
└── Penguin.png  
└── Pinguien.jpg  
└── sketch.js
```

Overview



It's my variant of Google's Dinosaur Game (T-Rex run!) with an icy twist – controlling the dinosaur (penguin) with a ML Speech Commands model!

Brief:



- Deploy game online, using Github Pages, where the rest of the world can access it;
- Design logic for winning & visually displayed;
- Implement ML Speech Commands model;
- Include separate HTML / CSS / JavaScript files;
- Random obstacles timeframe;
- Use Javascript for DOM manipulation;
- Use semantic markup for HTML and CSS (adhere to best practices).

Technologies Used:

- CSS3 with animation;
- Git;
- GitHub;
- HTML5 with HTML5 audio;
- JavaScript (ES6);
- OOP.

Approach Taken

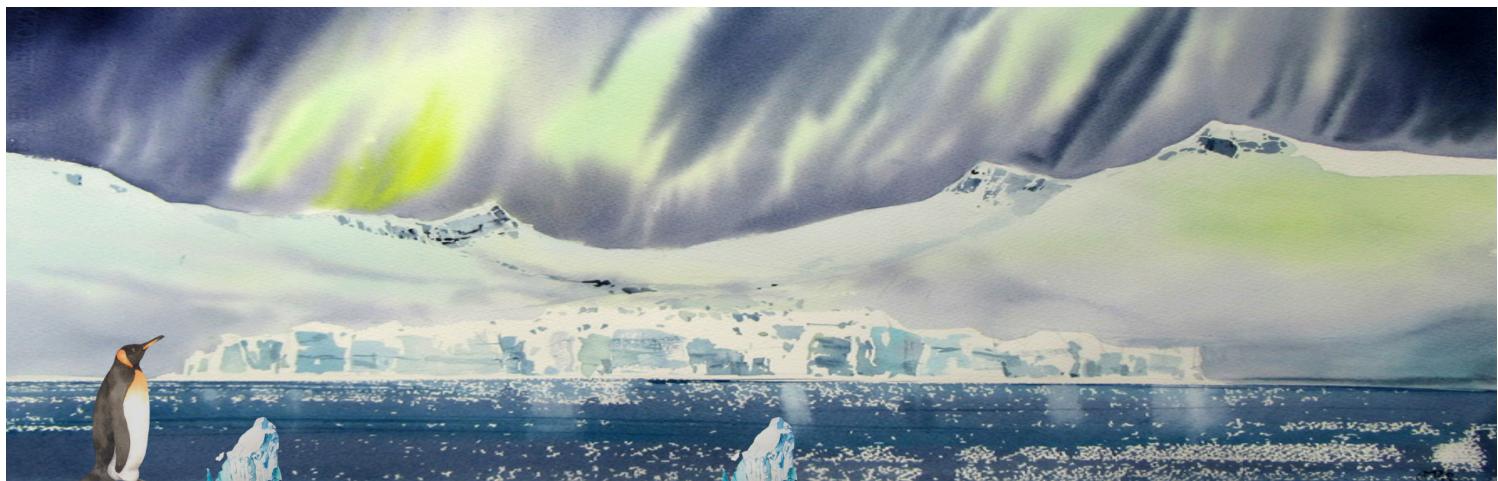
Create objects and classes :

```
class Iceberg {  
  
    constructor() {  
        this.r = 75;  
        this.x = width;  
        this.y = height - this.r;  
    }  
  
    move() {  
        this.x -= 12;  
    }  
  
    show() {  
        image(tImg, this.x, this.y, this.r, this.r);  
    }  
}
```

Functionality (Main functions)

```
function preload() Loads voice recognition and background  
function mousePressed() { Creates new iceberg  
function setup() CreateCanvas(1400, 450); Penguin = new Penguin();  
function keyPressed() { Make a penguin jump
```

Final Product:



Future Enhancement

There are several potential future features that can be implemented, such as:

- More game complexity variations;
- Ability to choose from a variety of themes/ animals/ locations- backgrounds/ styles;
- Authentication so users can keep track of their highest scores, compare it to other players globally.
- Mobile version (Responsive)