

Assignment2

The link to our web page:

https://web-development-environments-2021.github.io/211702782_206085532/

The special effects that we implemented are:

1. A special kind of monster that takes twice the lives and twice the points of a regular monster
2. An hourglass that if caught resets the timer allowing twice as much time
3. Medicine - allows the player to gain an extra life (under the maximal amount of 5 lives).
4. Special effects - we added an audio element and a popping image to indicate the player that he lost and special captions above the game to warn him if he had been caught or won the game.