CENTENNIAL COLLEGE PROGRESS CAMPUS
# COURSE COMP125-401

Assignment 3

Implement a simple Bug Smasher (or wack-a-mole) browser-based (HTML5 canvas) game similar to the snapshots below. However, it does not have to be a bug, and the background can be anything you want.

Guidelines:

Your GUI does not need to be laid out exactly as the below screenshot, you can use graphics of your own and a different page layout as long as the core functionality of the game is preserved.
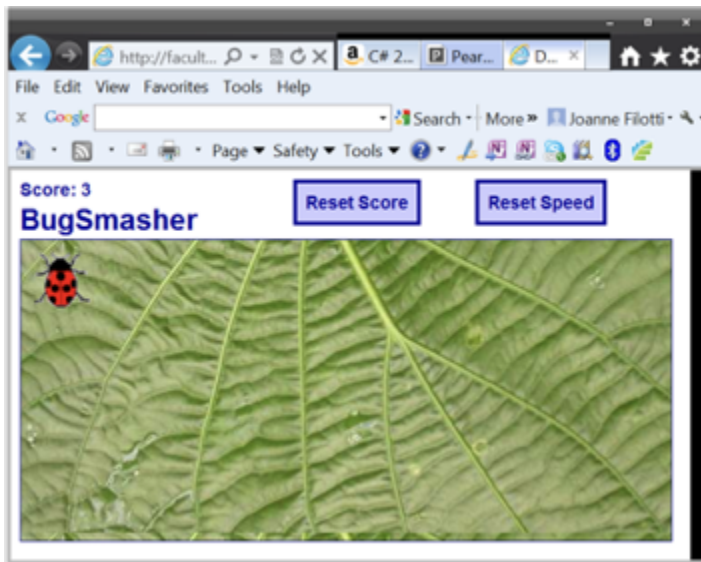
Features:

1. The bug/your character hops randomly around the game area at a given **interval**.
2. The player tries to catch the bug by **clicking** on it. If he succeeds, the score is incremented.
3. The game becomes harder as the user continues to score points… The hopping interval is decremented by a number of milliseconds, so it gets harder to catch the bug/your character.
4. If the game becomes too challenging, the player can reset the speed to the initial hopping interval by clicking the Reset Speed button.
5. If the player wants, he can start again by resetting the score by clicking the Reset Score button.

There are some guidelines for a similar game described at below URL. The sample game works with key events (arrows up/down/left/right) rather than a click event. And instead of setInterval it is using Window.requestAnimationFrame().
http://www.lostdecadegames.com/how-to-make-a-simple-html5-canvas-game/

Submit your assignment to Assignment 3 drop box. ALSO PUBLISH IT to the github (or student web).