Topping of Death Final Documentation

1. I began wanting to make a game that was similar to Super Mario Brothers Classic Arcade where Mario has a gun. While testing a few things, I found it incredibly fun to just jump and try to hit a horizontally moving enemies.
2. Well, I used images throughout the game, whether it be the enemy, player or even the background image. There are sound effects for each action in the game, including background song. I drew text to the screen in a style similar to the game and used the same font for everything. The enemies and player are both animated.

The game controls pretty well with the keys I chose to use.

There are a few game screens in the game including a title screen, instructions screen, game screen and an end game screen. The game is similar to arcade games as in you try to score the most points before dying.

I used Preload JS for this project and that’s it.

1. I think the thing that went really well would be the physics. I think they are pretty tight and feel good. I think that the floor collision detection went the worst. It just went really badly, and it took me the longest to do for whatever reason.
2. I used the images from the game Contra for the NES for the player. The fly image I drew myself as well as the floor. For the background I found a brick texture and messed with it Photoshop. The sound effects I generated in BFXR which is a free 8 bit sound generator. The song in the background I got off of Newgrounds, it is royalty free and I cite it on the main game page.
3. I worked by myself.
4. 92%