Brief notes

for project URHUSW

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Brief description

URHUSW (acronym for Ultra Real Hyper Ultimate Space Wars) is a scrolling shooter game inspired by Space Impact game from old Nokia phones. Player controls the spaceships and shoots enemies. There are several types of enemies, each of the type has its own pattern of movements and shooting. There are several levels/waves of enemies, after beating them all game is finished.

Some technical details

- Everything is drawn on HTML5 canvas. Actually, there are 2 canvas placed one above another – bottom layer is background with moving stars , top layer is for spaceships and shots.

- Score – almost every action in the game affects your final score (except the movements of the ship). Players highscore is stored in his browser and is shown during the game.

- Cheating – there is a special cheat code to increase players's ship power. It can be found when starting game under not very standard circumstances :)

- Levels are defined in special file in JSON format.

Implementation

Game's architecture is created in MVC style. There is model that consists of classes, describing all items in the game:
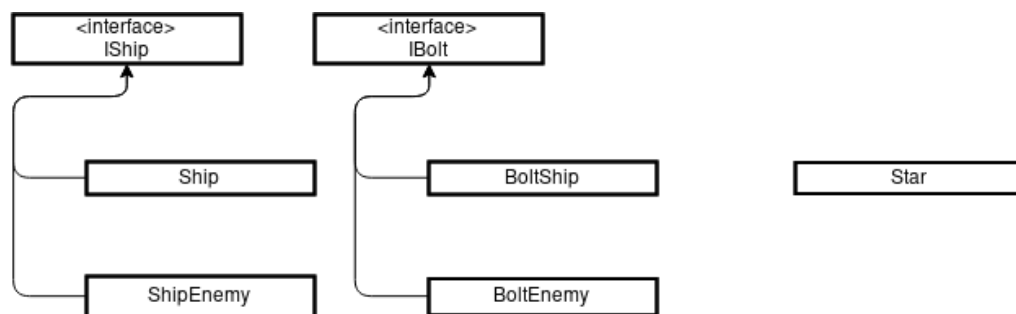
Controller that counts count positions for every item on the screen and checks collisions for new frame and view which is responsible for drawing new frame on the screen.

Libraries

There are a couple of libraries that are used in thi project:

- jQuery – for simplier manipulations with DOM.

- Please.js – for generating random colors with predifined parameters (hue, saturation etc) for color of stars on background.

- Bootstrap – for decorating web pages of the project