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Project 2 game

For project 2 we decided to make an enhanced boomshine game from what we made in class. We liked the original design of the original game so we didn’t want to change it so that it was completely different but we wanted to add more flair to it. For new things that we added, we made it easier to start the game by being able to drop your own circle that expands where you clicked by having one at the beginning of the round be bound to your cursor position on the screen, and once you clicked you sort of “dropped it” and it expands and like the original and circle that collides with it will also explode and so forth. We also made it so the game takes up the entire browser instead of the original little box in the upper left hand corner. It also dynamically resizes if the browser window changes sizes. But it is recommended to play on max size as the game is extremely simple as small sizes. We have a royalty free music background. Our game features a progression system in that every round has you try to get a certain amount of circles and if you don’t get that number you get a game over screen and have to redo that round. As each round passes another 5 circles are added and the amount you have to get goes up by 2. There are approx. 10 levels in total before the game ends.