Deliverable 2:

We are going to make a stickman survival game in which your stickman will be attacked by waves of different types of enemies each with different abilities and you must destroy them with your preferred weapon and the enemies will keep increasing until you finally lose all your health and die! The game’s name will be:

Stick Survival

The game will keep your record as in how much time you have survived and how many enemies you have killed and based on these factors you will receive achievements like new skins and weapons.

The game will also have different maps and difficulties that you can choose in the start menu and so yes, the game will have a start menu which you can see your achievements and records and you can customize your character with the achievements that you have earned.

The controls will be as easy as it comes with the right and left arrow as movement keys and the space key as the action input.

The concepts that we will use in this game will mostly be canvas, events, functions and other coding techniques such as if else, the switch statement and loops.

There will be a lot of image functions on our end to try to build the mechanics of this game for example to make the stickman move, several images must be drawn on the canvas and put into an order so that the stickman looks like it is moving.

We will use some of our experiences from the CPSC 1030 course to build a good CSS layout for the game’s menu, but we still haven’t learnt things such as how to save the game so that the user can reload their achievements the next time that they want to play the game. Also, we still haven’t learnt how to calculate the gameplay time.

This is a link to a similar game that can give you a better idea of what we are trying to build:

http://www.agame.com/game/stickman-fighter-epic-battle