



FINAL PROJECT REPORT

HTML5 GAME

Introduction to Web Programming

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Project

Project Title: Ace of Bunnies

Goal: Maze-like HTML5 game featuring multiple levels, item collection, enemy dodging and destroying using superpower

Plot: You are a video game enthusiast who also has a pet bunny. One day you fed the bunny purple carrots instead of orange ones because those were the only ones in the house and you were too busy playing instead of going to the market to buy the orange ones. Your bunny was not quite happy about it so it trapped you inside a video game. Now you have to finish the game to escape.

How to play: The game consists of four levels: clubs, hearts, spades, and diamonds. In each level, you must navigate through a maze using the arrows or WASD keys to collect coins and obtain the Joker. Once acquired (it will be shown on the top left corner of the screen), the Joker grants you the ability to shoot aces by clicking the mouse. Shooting the angry bunnies with purple carrots transforms them into happy bunnies with orange carrots, causing them to disappear. After pacifying all bunnies and collecting all coins, press ENTER to advance to the next level. If your character collides with an angry bunny, you'll lose a life and restart the level from the beginning. However, any collected coins and pacified bunnies will remain in their current state. You have three lives, and losing all three will result in restarting the current level.

Tools used

Code Editor: VS Code

Programming Languages: HTML, JavaScript, and Phaser

Development Support: Phaser documentation, Chat GPT, and YouTube videos (for logic understanding and troubleshooting)

Graphics: Canva and Piskel

Sound Effects: YouTube

No chunks of code were directly copied and pasted from these resources; they were used as guides for enhancing comprehension and fixing issues.

Estimated grade and reason

Estimated grade: 31p

Reason:

Feature	Points
PDF report	1
Application is responsive and can be used on desktop	2
Application works on different browsers	3
The application has clear directory structure and everything is organized well	2
There is a clear plot in the game. It has a start and end.	3
There are different (more than 1) objects to collect – coins and joker	2

There are moving parts in the game area (other than the player and enemies) – moving walls	3
There are more than one map – 4 levels	3
Gamer needs to use both keyboard and mouse to meaningfully control the player character	3
Game uses physics engine	2
There are enemies that can hurt the player	3
There is music and sound effects when player shoots/jumps or anything like that	3
The player has multiple lives	1