

# **CS 25210: "A HTML5 Canvas game using animated sprites"**

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## Introduction

The task set[1]

## Executive Summary

I wanted to create a game that was simple enough to play and grasp the concepts of, while still holding a challenge to get a high score that could become a 'beat your friends' type game. My original concept was to have a sideways conveyor belt, where 'items' would come past the user and they would have to grab them (figure 1) to get a high score in an amount of time. Each item would be generated with a random type, where each type has it's own score value. This was an okay idea, but didn't have much charm or challenge to it.

I developed on this further to a game where the user could click as fast as they wanted, but it had to be using alternate clicks (Left to Right to Left to Right, repeat), as a consecutive click (figure 2) of a single button (Left to Left or Right to Right) (figure 3), would result in knocking an item away and losing a life (figure 4). This presented issues with rendering the animations as fast as a player could click and it just didn't seem very fun as it was too easy play mindlessly and result in losing a life.

My resulting idea was to combine both of my previous ideas, plus a couple of 'wildcard' aspects, in the form of 'bad' items and the 'Watcher'(figure 4 & 5). Both bad items and the Watcher could remove some of the players score, multiplier or lives, with the bad items being an obstacle the player had to 'knock' away with the consecutive clicks, and the Watcher forcing the player to be aware of the game as they play (figure 6).

These aspects make the game more dynamic and fun to play, with moments where the player must pause and wait for the watcher, or get caught outright by them when trying to avoid a bad item. I feel my resulting game fulfills my purpose of a fun, simple yet challenging game to play for anyone of any age to try.

## Technical Overview

## Software Testing

## Reflections

## Future Work

## References

- [1] H. Dee, "CS25210 Coursework 2014: An HTML5 Canvas game with animated sprites.", CS25210 Assessed Assignment 2013-2014, February 2014