



Professional Diploma in Commercial Web Design

Lesson 7b

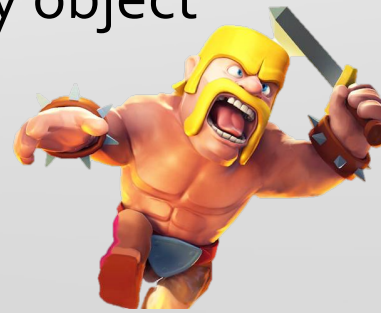
Object - game

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Objective



- Understand object in game example
- Create character and enemy object



Character



hero

Enemy



pig



wolf

Boss



dragon

Define playable character

- Each character class has hp and atk property when created
- Create yourself as the character
- game01.php, game02.php, game03.php, game04.php

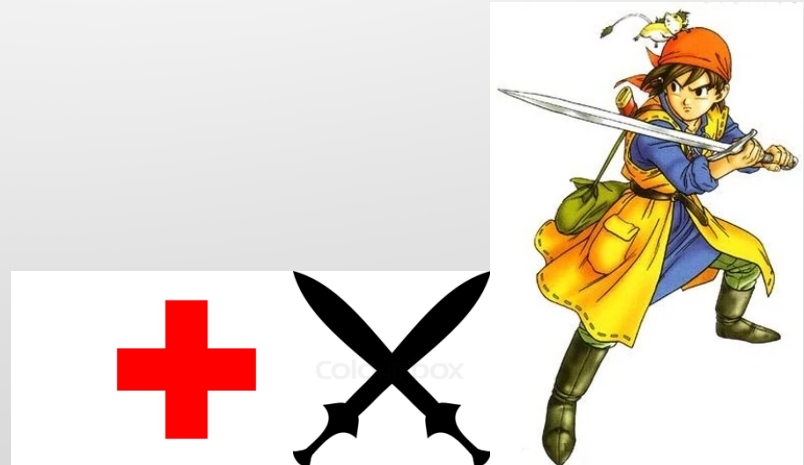


HP:



Character losing health

- If the playable character has been hit by a monster, he/she will lose health.
- `gameo5.php`



If `health(hero) = zero`,

- If the playable character's HP falls to zero, he/she will die and the game will be over.
- `gameo6.php`, `gameo7.php`



Define Enemies (1)



- Now that we have created our character, we are going to make enemies for our little character to fight.
- In this example, we will create an enemy pig.
- game10.php, game11.php, game12.php, game13.php, game14.php

Define Enemies (2)



- We are going to make a wolf type enemy.
- Wolves are defined to be stronger than pigs. They use fire magic attacks against the character.
- `game15.php`

Define Boss (3)



- The boss in this game would be a dragon. The boss would be much stronger than the normal enemies and more health. It uses ice magic attacks.
- [game16.php](#), [game17.php](#)



QUESTIONS