

# NINJA CAT

HTML5 Game



TAMARA PLANTE

ALEXIE LAGARDE

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**ninja-cat** Public

main

5 Branches

0 Tags

Add file

<> Code

**tamara-plante** Merge pull request #34 from tamara-plante/tamara ... ✓ d85a04c · 11 hours ago 🕒 153 Commits

css	Clean up code	11 hours ago
images	Clean up code	11 hours ago
js	Clean up code	11 hours ago
.DS_Store	added css to scroll bar	2 days ago
LICENSE	Initial commit	last week
README.md	Initial commit	last week
index.html	Clean up code	11 hours ago

Merge pull request #20 from tamara-plante/alexie ...

tamara-plante committed 2 days ago · ✓ 3 / 3

Fix alert bug ...

tamara-plante committed 2 days ago

Merge branch 'main' into alexie

alexielag20 committed 2 days ago

Remove alerts ...

tamara-plante committed 2 days ago · ✓ 3 / 3

Merge pull request #19 from tamara-plante/yana-2 ...

tamara-plante committed 2 days ago · ✓ 3 / 3

Merge branch 'main' into alexie

alexielag20 committed 2 days ago

added css to scroll bar

alexielag20 committed 2 days ago

Merge branch 'main' into yana-2

iasssy committed 2 days ago

high score (with alert for now)

iasssy committed 2 days ago

Merge pull request #18 from tamara-plante/alexie ...

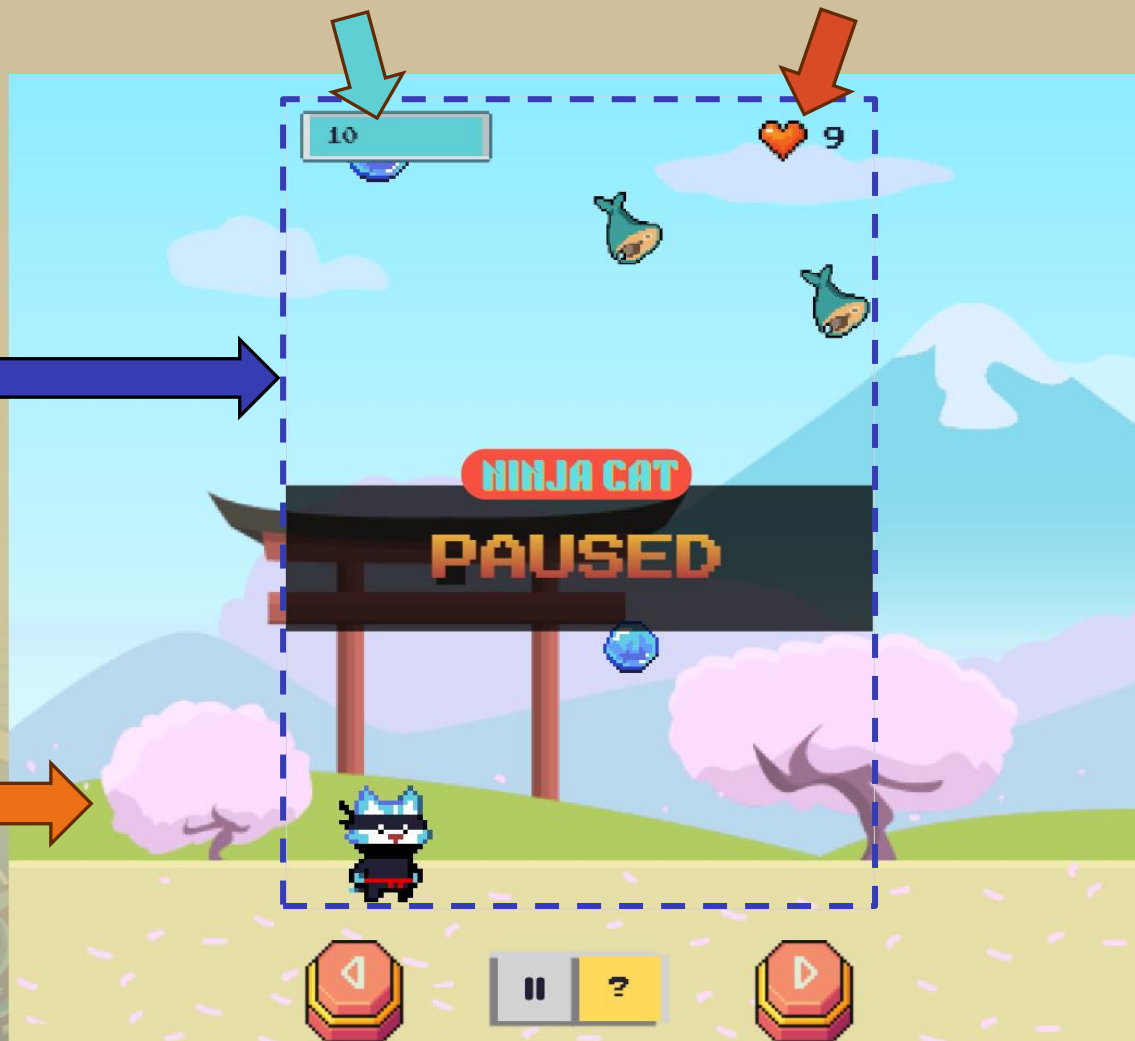
tamara-plante committed 2 days ago · ✓ 3 / 3

Score canvas

Lives canvas

Game canvas

Background canvas



NINJA CAT

# Controls

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START GAME – initiates game

? - game instructions



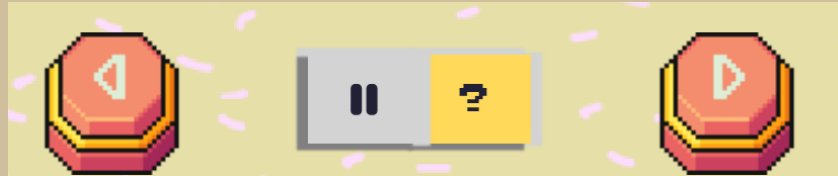
Right/Left - keyboard buttons

Pause - keyboard "P" or game button "||"

**NINJA CAT**

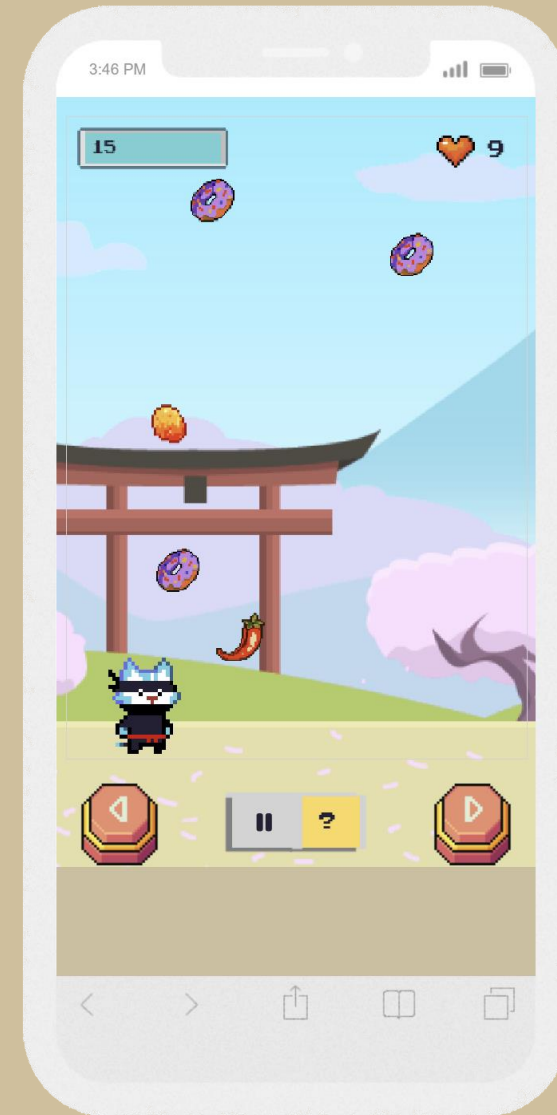
# Touch screen support

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Right/Left - player right/left buttons

Pause - keyboard "P" or game button "||"



**NINJA CAT**

# Code Structure

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## Game Initialization

Shows intro, sets up buttons, loads canvases, and sets up listeners for keyboard and touchscreen inputs.

## Main Game Loop

Updates game state, checks collisions, and redraws game elements

## Game Over

Stops the game loop, updates high score, displays game over message

**NINJA CAT**

# Ninja cat

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Ninja Cat catches chicken nuggets and other good items while avoiding water drops



Good items



Bad items



**NINJA CAT**

# Ninja cat

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Smooth animations



NINJA CAT



# Chicken nuggets

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Catching the chicken nuggets:



adds 50 points



gives a speed UP power.



**NINJA CAT**

# Donuts

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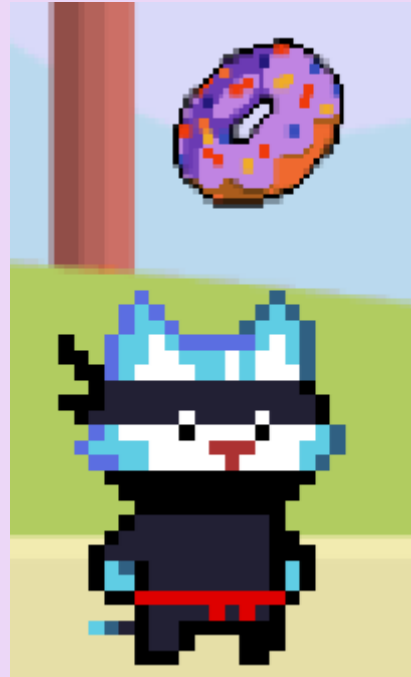
Catching the donuts:



score 20 points



each one slows you down



**NINJA CAT**

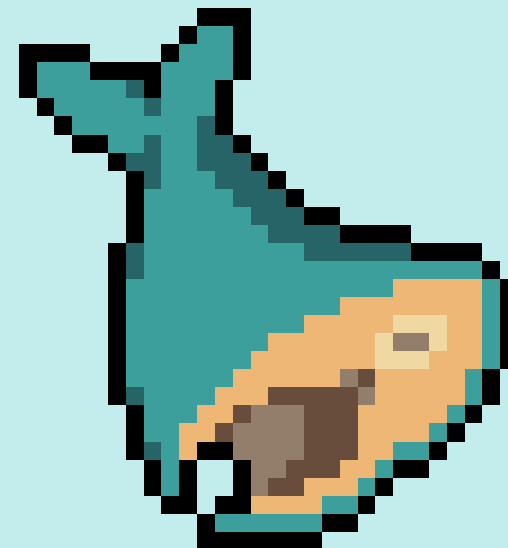
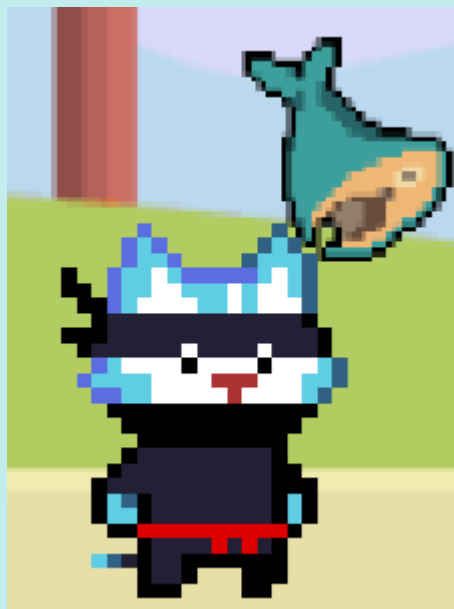
# Fish

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Catching the fish:



score 10 points



**NINJA CAT**

# Pepper

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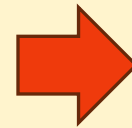
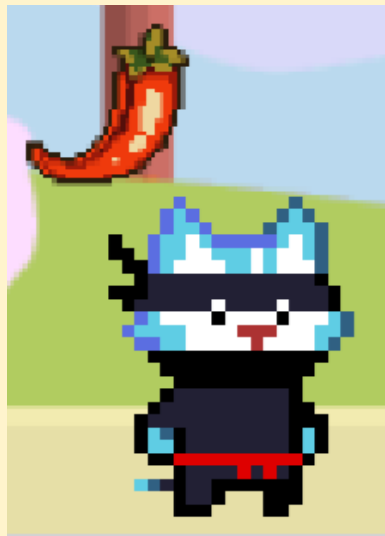
Catching the pepper:



lose 75 points.



instantly freeze you



**NINJA CAT**

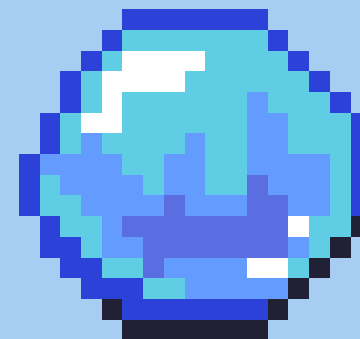
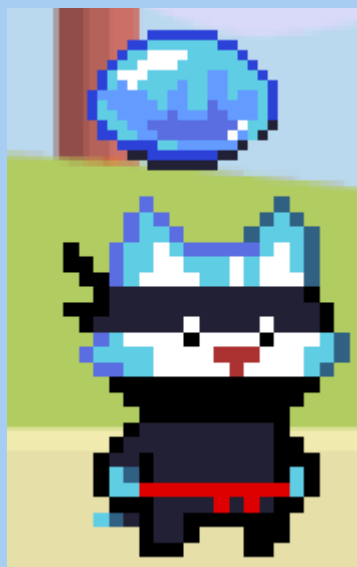
# Water drop

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Avoid the water drops:



cost a life



**NINJA CAT**

# High score

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High scores are stored using **localStorage**

```
localStorage.setItem('highScore', highScore)
```



**NINJA CAT**