Block Ship 2.0

Block 2.0 is based of the old school arcade game known as Galaga. In this game you are supposed to shoot enemies and avoid being hit by the aliens. In my game, however you are supposed to shoot at block that have different colors and they do not shoot back. The game was made using HTML5 (Canvas tag) and JavaScript. This allows for the game to be portable and played on different computers just by double clicking the index html page and the game itself is very simple. The object of the game is to move left and right with the arrow keys. Then to shoot the blocks you press the space bar to shoot your missile. When you shoot a block, it will tell you one of the 5 colors you hit. The colors I used are grey, green, purple, orange and yellow. After you shoot the all 5 blocks you will be declared winner and then the game would restart. As far as rules and boundaries are concerned, you allowed to only shoot one missile at a time. Also. After shooting said rocket you will be allowed to move but once the missile hits either the game boarder or one of the blocks you will be reset to the middle of the screen.

I have upgraded the game since the first assignment. I have made the game run smoother and it only update the screen when its necessary instead of every 10 milliseconds. I have made the game harder as well by increasing the speed of the ship. I also decreased the number of missiles you have, so if you use all your missiles then you lose the game. I also added song exerts from the actual Galaga game and the exerts I added are for the background music, when you win and when you shoot.