GAME –O– MENIA

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Under the Guidance of :
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Project Profile

Title	Description
Project	Game -O- Menia
IDE	Visual studio code
Team size	4 members
Team members	Mansuri Aasima (18) Vachheta Jinal (58) Patoliya Drashti (32) Gohel Shreya (09)
Guide	Dr. Bhumika Shah
Project duration	6 Months

Tools and Technologies used

➢**Tools :-**
   Visual studio code
   Ms Paint
   Ms Paint 3d
   GitHub

➢**Technologies :**
   HTML
   CSS
   JAVA SCRIPT

Work Distribution

❑ jinal:
- Whack a mole javascript
- Images from paint 3d of whack a mole and stone paper scissors
- Keyframe of birds in hunting birds
- rock paper scissor's JavaScript
- Git-hub management

❑ Aasima:
- Hunting bird javascript
- Logic of appearance of mole and plant
- Images from paint 3d of hunting bird and backgrounds

Derived work

❑ Drashti:

- score tracking logic of stone paper scissors

❑ shreya:

- homepage css and layout
- Css of whack a mole

Project description

Game-O-Mania is a web-based mini game arcade that offers a fun collection of interactive browser games. This project is designed to be both entertaining and a showcase of front-end web development skills.

◆ **Games Included:**
🐦 **Hunting Bird –** Test your aim and reflexes in a fast-paced shooting game.

⬤ **Whack-a-Mole –** Whack moles to score points—but avoid the plants!

✊ ✋ ✌️ **Stone Paper Scissors –** Play the classic logic game against a computer opponent.

Game Description

1)<u>Hunting bird</u>

❑ Introduction

- Welcome to Hunting Bird Game!
- Hunting Bird is a shooting game in which players have to shoot down the birds that appear on the screen.
- This game is designed to test your shooting skills. With each successful shot, the player is rewarded with points.

Hunting bird(cont.)

❑ Introduction

- When a user shoots the ordinary bird, the user will get 1 points, and when the user shoots the bonus bird, the user will get 5 points. If the user misses the shot, the score will decrease by 1 point.
- The goal of the game is to shoot as many birds as possible in 30 seconds.
- The counter shows how many targets you hit in the 30 seconds.
- There is no limit in bullets

❑ **Image**

Hunting bird(cont.)

❑ How to play

- Use your mouse to aim at the birds on the screen. Click the left mouse button to shoot.
- Try to shoot as many Birds as possible within the 30-second time limit.
- Keep an eye on the counter to see how many birds you've hit during the game

Game Description

2)Whack a mole

❑ Introduction

- we have designed a web-based Whack-a-Mole game using Html, Css and Javascript.
- The appearance of mole and plant are randomized, providing an unpredictable challenge for players.
- The game's functionality is powered by JavaScript, which controls the mole animations, plant animation, and score tracking.
- one user can play game at a time

Whack a mole(cont.)

❑ **Image**
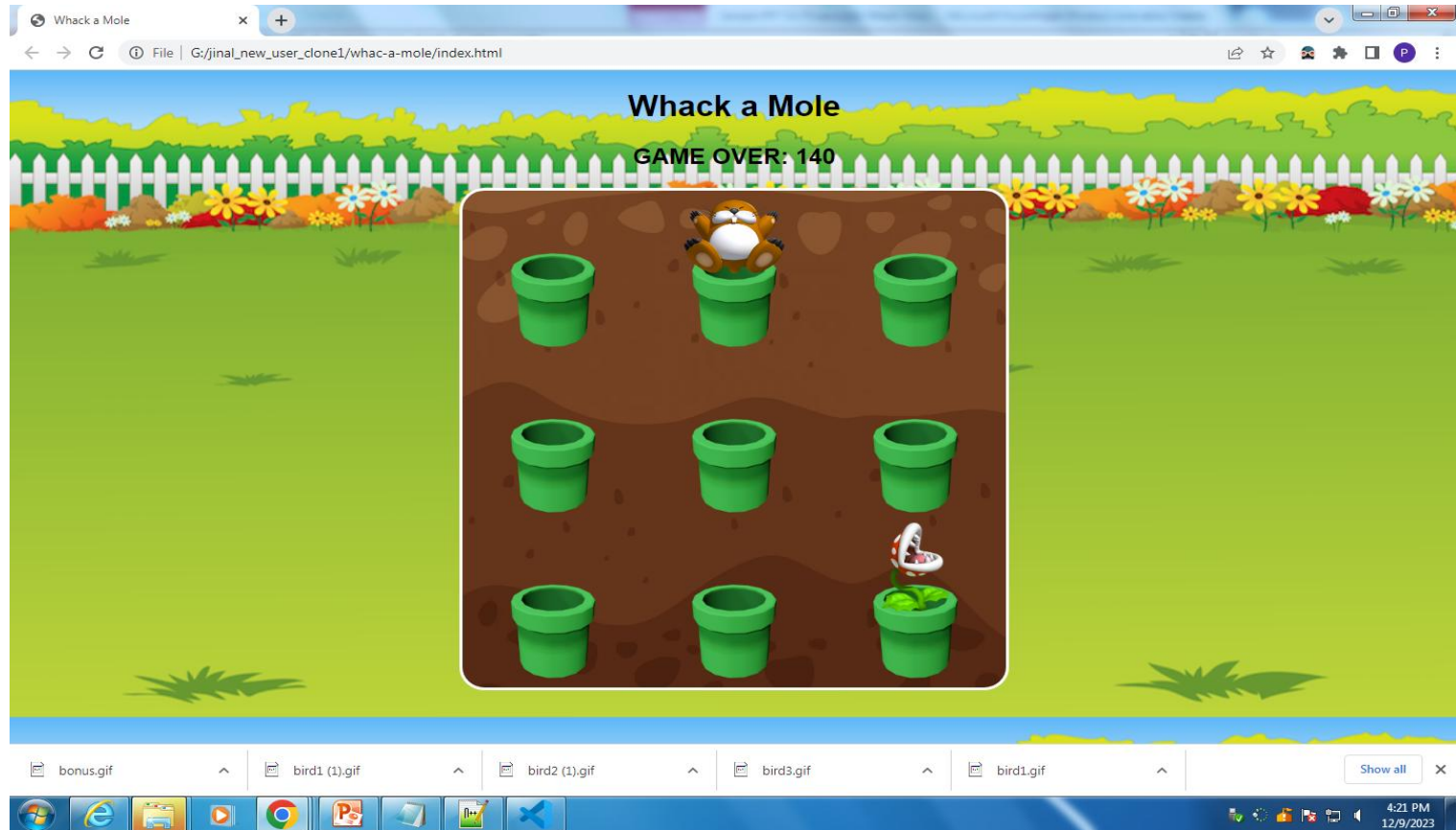
Whack a mole(cont.)

❑ How to play

- Mole and plant pop up from different holes at varying intervals
- Players use their mouse to interact with the game, clicking on moles to whack them.
- Each successful whack earns 10 points for player, but if player click on plant, then game will be over

Game Description

3)Stone paper scissors

❑ Introduction

- Welcome to the world of Rock, Paper, Scissors!
- Explore the magic behind the scenes powered by
  → HTML for structure
  → CSS for style
  → JavaScript for dynamic interactivity.

Stone paper scissors(cont.)

❑ simple rules of Rock, Paper, Scissors

I.   Rock crushes scissors.
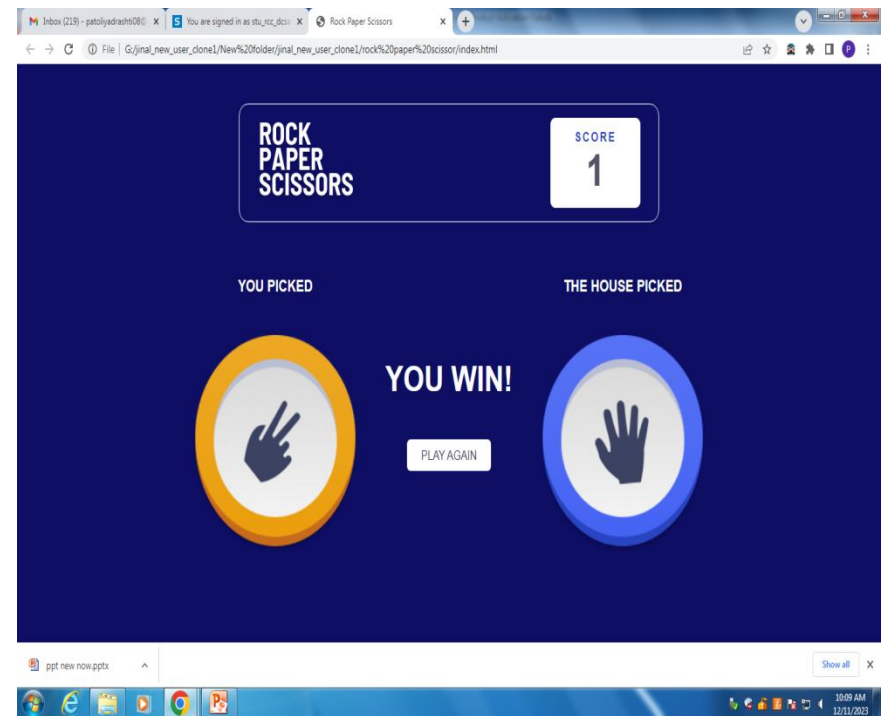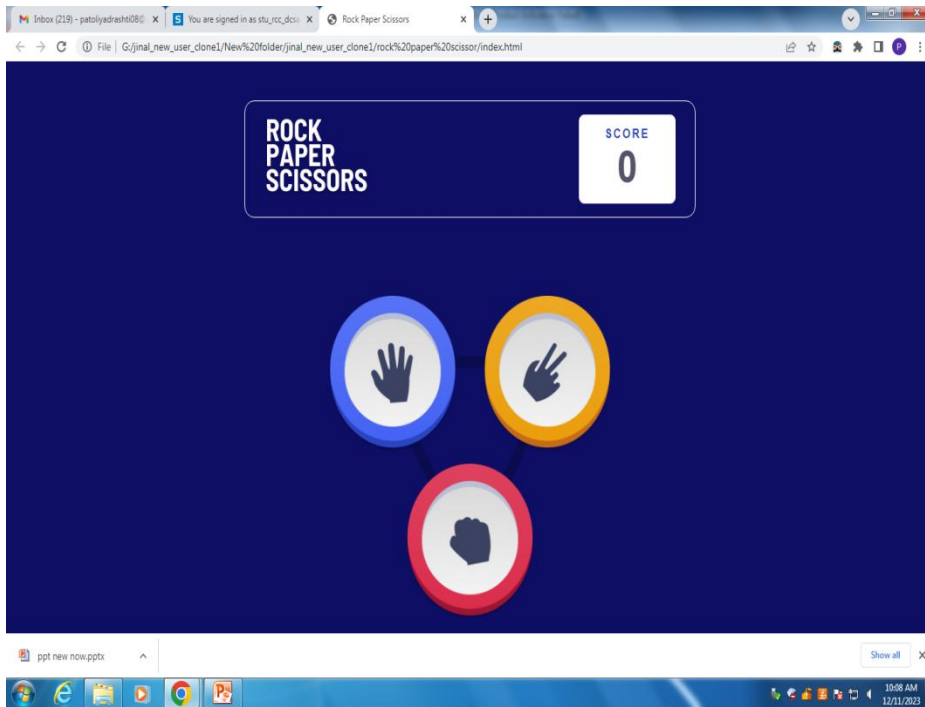II. Scissors cuts paper.
III. Paper covers rock.

❑ How to play

- Players make their choice by clicking on the virtual representations of Rock, Paper, or Scissors.
- Face off against a computer opponent programmed to make randomized choices.
- The game's logic determines the winner based on the classic Rock, Paper, Scissors rules.

Stone paper scissors(cont.)

❑ Image

Objective

- Demonstrate how these technologies can be integrated to create a dynamic engaging game emphasizing user interaction for responsiveness .
- "Hunting bird" typically aims to simulate hunting skills in virtual environment .
- "Stone paper scissors" is a chance-based decision game, showcasing decision-making in uncertain situations.
- "whack a mole" is to test hand-eye coordination by quickly hitting emerging moles.

Screenshots / Animation

1) Hunting bird
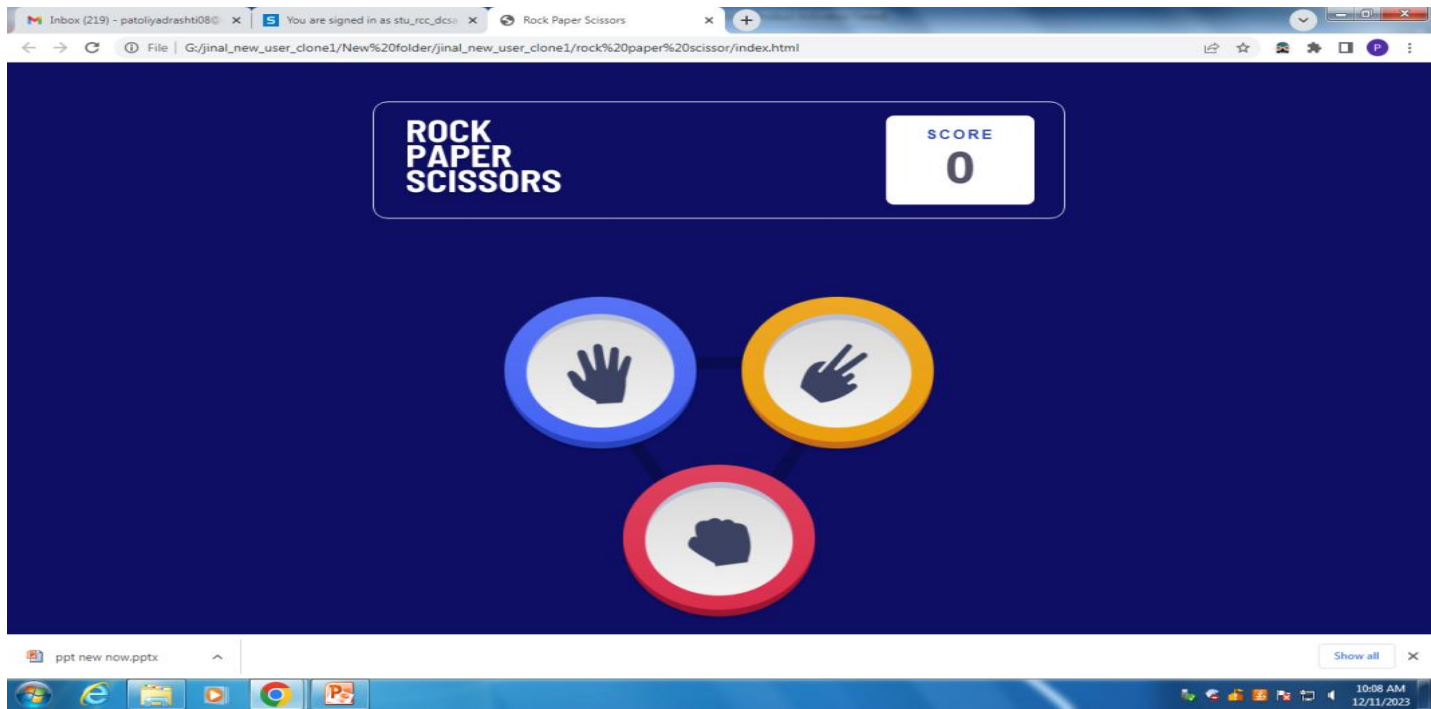
Screenshots / Animation

3) Whack a mole

Screenshots / Animation

3)Stone paper scissors

Conclusion

- Know the latest technology and tools.
- how to Improved game quality Greater Flexibility
- How to Increased Creativity Testing Phase
- Include game design, scripting, creation of digital assets, animations, understanding hardware, problem solving, critical thinking, collaboration, and project management

Bibliography

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https://www.youtube.com/watch?v=hKB-YGF14SY&t=9341s

- (Canvas videos)
https://www.youtube.com/watch?v=4V0-YpO-KZo&t=1221s

- (Paint 3d videos)
https://bvres.org/pdf_files/Tutorial_PDF/Beginning_Micros
oft_Paint_3D.pdf

Bibliography

- Java t point
https://www.w3schools.com/js/default.asp

- Git and GitHub(learning)
https://youtu.be/Uz_mTOQL9Tw?si=1F7joZ5gJv_xnlkY

- Git profile
https://github.com/jinal-58-vachheta/project-game-o-menia?tab=readme-ov-file#readme

Thank you