

[GoldenGun]



What is [GoldenGun]?

Goldengun is a target based first person shooter which is a play off of the n46 game “GoldenEye”. It is a switch based two player game where each player gets 5 seconds to shoot as many drones as possible till the time is up. At the end of player 2s turn an alert shows up on the screen to announce the winner.

Technical Discussion

I Used HTML, CSS and Javascript to help me complete this project.

Notes on Game Structure

I had many struggles and learning experiences when trying to create this game. First being that this type of game would have been much easier to make with HTML canvas , which we could not use so it was a struggle to make the layout of the page and figure out how to make the gun fire with the background not being affected. I am most proud of my drone function it took me so long to try and figure out how I was going about this function , but finally got it to work then it got easier from there and free'd up time for me to include a clock and a explosion effect when drones get shot.

The Making of [Your Game]

Like I was saying above this was new to me and very challenging because there was nothing to reference that didn't use Canvas. I started off with the CSS which changed periodically throughout the project but I was very happy when I was able to make the gunshot look more realistic. I struggled towards the end with the change player option and keeping score but with some help from my team leader Mike and the TA Glenn I was able to pull it off.

Opportunities for Future Growth

If I had more time i would have added more levels to the game so that everytime you and the other player completes a level it moves on to another classic map but the drones get faster and faster with a hidden easteregg at the final level that would be extremely hard to reach.