

# JavaScript Final Project --- Bounzy Ball

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## • Introduction

### ○ Motivation

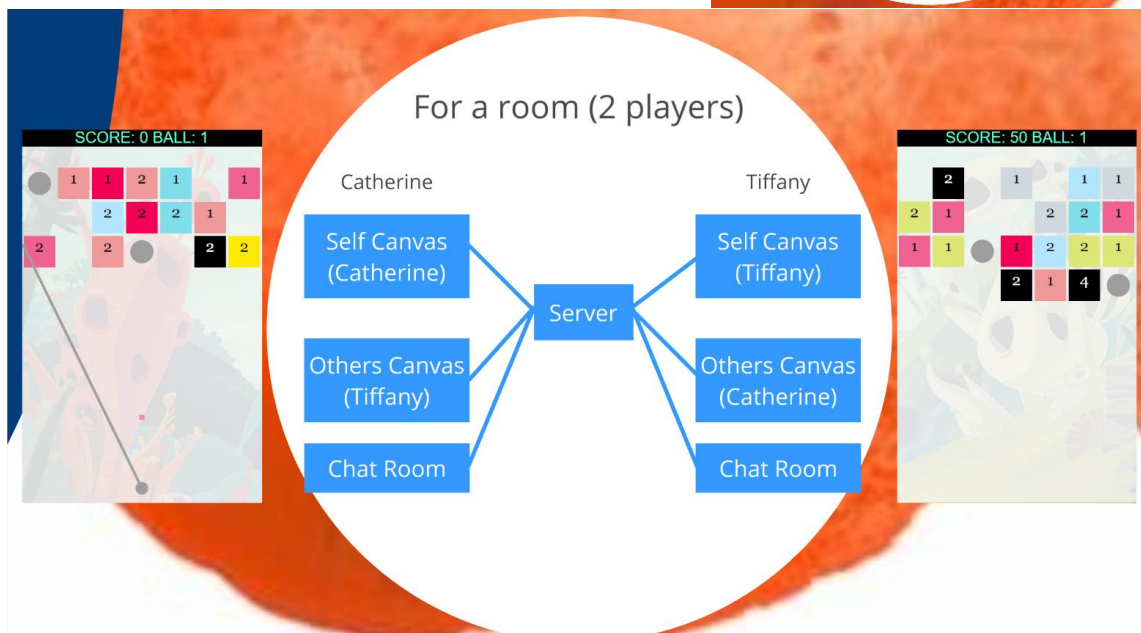
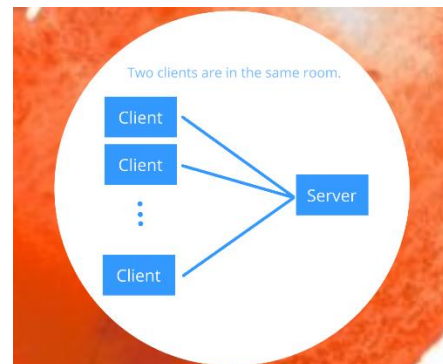
- Bounzy Ball (Cellphone game)
- Self-playing game is boring
- Change to Web Interactive Game
- Add Chat Room System

### ○ Features

- Web Game (Bounzy Ball)
- Increase human interaction  
(Interactive Game + Chat Room System)
- Feel the sense of competition (Player with higher score is the winner)

### ○ Development

- Environment:
  - Windows
  - Node Js
  - Express.js
  - Socket.io



- **Execution**

- Environment:
  - Please use Computer
  - Please use Chrome !!!

- **Program**

- index.js
  - Node Js
  - Server Part
  - Room Array (Save current room info.)
  - Deal with Connection, Disconnection, Send Msg
- home.html
  - home.css
- index.html
  - default.css
  - chat.js
    - Client Part
    - Read player name & room name  
(Prompt and get input)
    - Deal with Chat Room Block Print, Msg Sendform, Msg Receive, Keydown  
(Special Msg)
  - game.js
    - Client Part
    - Start Game (setInterval)
    - Save Game Info.:
      - Ball Array
      - Brick Array  
(May be changed by players)
    - Print Game Info.:
      - Canvas
    - Deal with Self Game Functions:

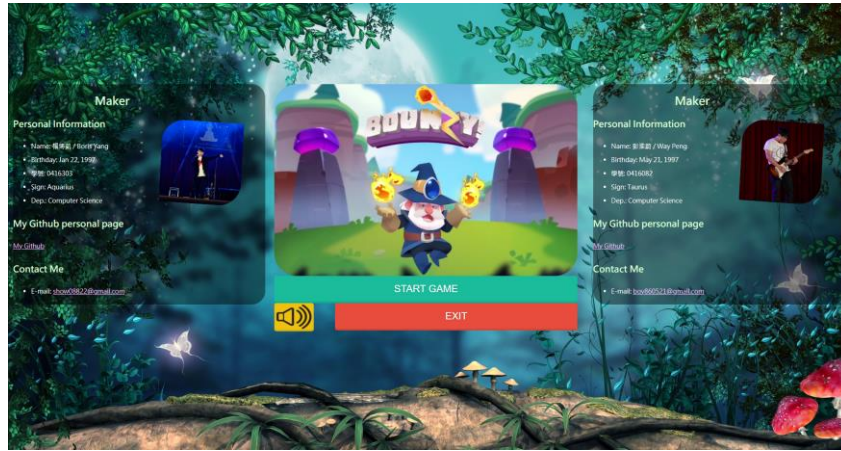
- Draw Arrow / Bricks / Balls
  - Update Bricks
  - Collision Detection
- Deal with Mouse Events
- Deal with Player Info. Encoding: encodeURIComponent()
- gameOther.js
  - Client Part
  - Save Other Player's Game Info.:
    - Ball Array2
    - Brick Array2
    - (May be changed by players)
  - Print Game Info.:
    - Canvas2
  - Deal with Player Info. Decoding

## • Collaboration

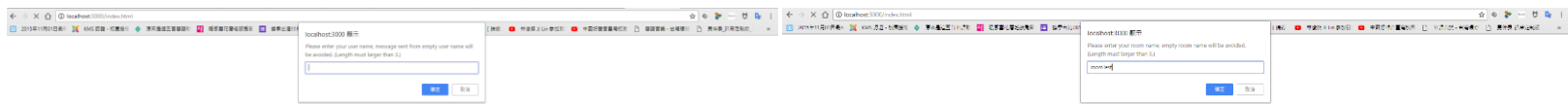
- 0416303 楊博凱
  - 首頁設計
  - 遊戲設計
  - 遊戲+聊天室畫面設計 (圖片&css)
  - 架構規劃
  - 投影片製作
  - 報告撰寫
- 0416082 彭淮蔚
  - 聊天室設計
  - 遊戲&聊天系統整合

## • DEMO

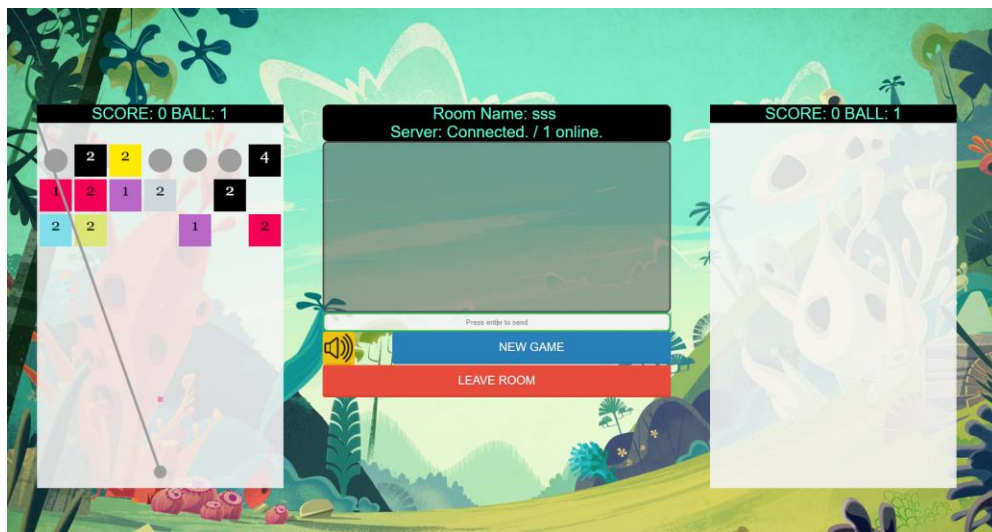
- Command line install node js and npm
- Command line type: node index.js
- Press: Start Game



- Type in: Name and Room



- Start Playing~



## Online PPT

- <https://prezi.com/view/7SfXVWcMHRRXO8jKZgY/>