

# **Brief notes**

for project 'Pirate's revenge'

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## Brief description

Project 'Pirate's Revenge' is an arcade game for 2 players inspired by the game Dead Drop. The game does not have online multiplayer, i.e. two players can play together only if they are sitting near the same computer. The aim of the one player is to get lost in the crowd of bots and complete the mission, the aim of another – find and kill the first one.

## Technical details

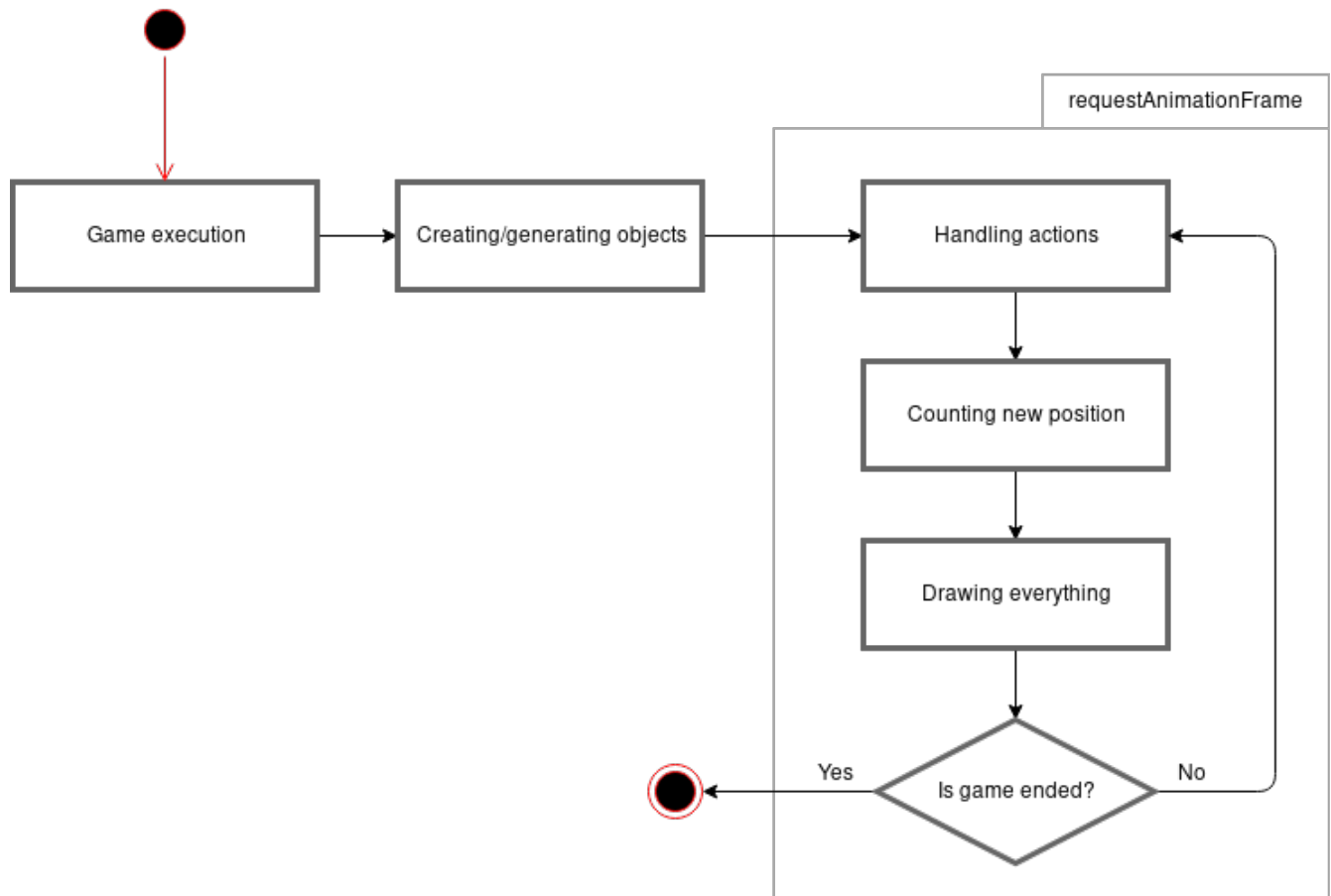
- Game is written in JS and drawn on HTML5 canvas. There are 6 permanent canvases (for background, ground, obstacles etc) and 2 dynamic canvases (appear only if they are needed – loading screen and player's superpower)
- All levels are random and use procedural generation for their creation
- Game parameters such as count of obstacles or count of bots depend on the game field width, which at once depends on your browser window width. That means that the bigger screen you have – the bigger game field will be. Minimal width for this game is 1280px, otherwise there will be alert and game will not start
- Bots move patterns are defined in JSON format in special file
- Player scores are saved to the localStorage, but they can be cleared any time
- Game is a bit demanding on computer resources, so it's better not to have 15 tabs opened at the same time that you are playing the game
- If you are playing on the notebook, use the external mouse instead of touchpad – most OS block touchpad for a moment if users print something, so the game process can be broken

## Implementation

### Model



## Game process



## Libraries

- jQuery – for simpler manipulations with DOM
- Bootstrap – for decorating web pages of the project