Introduction to Web Programming

Project work

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Project 3: HTML5 game

Game name: Bar Hopping Simulator

Genre: 2D platformer

Gameplay demo: https://youtu.be/tm8r1680qzM

Source code: https://github.com/knuutti/bar-hopping-simulator

Play online: https://knuutti.github.io/bar-hopping-simulator/

Summarized plot: Thirsty student is taking part in a bar hopping event. They have to take shots in three different bars in order to be crowned as the bar hopping champion. They must clear each bar in order: if they get trouble in one bar with the guards, they won't be let in the next bars.

Project description:

This project is a continuum to my submission to weekly exercise 7. I wanted to write a simple 2D platformer in Phaser in order to learn the basic mechanics of the engine and to be able to design games with it in the future as my own projects.

The assets are mainly drawn by myself (very proud of the character model). Sound effects are from Minecraft, and the background music is royalty free music by Kevin Macleod. The map background are advertisement photos from the bars Giggling Marlin, Las Palmas and Valta Nightclub.

My idea was to make the three maps have different gameplay elements, so the game would get more complex as you process in the game. However due to lack of time and the project deadline I didn't have time to develop anything fancy, but I managed to make the levels have increasing difficulty as the player progresses.

I'm not very happy about the code I wrote for the different scenes, since there's a lot of repetition. Due to my inexperience with Phaser I didn't know that well how to make use of classes optimally. That is something I need to learn if I want to do more game projects with Phaser.

Feature	Points
Well written PDF report	3
Application is not responsive	-2
Game works on Firefox, Chrome, Edge and Safari	3
The application has clear directory structure and everything is organized well	2
Game uses physics engine	2
There is a clear plot in the game. It has a start and end.	2
There is music and sound effects when player collects item, gets hurt or finishes a level	3
There are enemies that can hurt the player	3
There are more than one map	3
There are moving parts in the game area (level 2 has moving platform)	3
Game has a timer system and the game keeps track of best times	3
Player can double jump	2
Player can exit to main menu or restart the level with a single keyboard input	3
Game has a informative top bar that displays the current points, current level name and the timer	3
Total	**33**