Kyle J Cooper

CSCI 43700

HTML5 / Mobile Game

10/6/2018

SkyDiver Game

**Layers:**

* Skydiver
* Eagle
* Geese
* Small clouds
* Large clouds
* Ground
* Hearts
* Stats
* Icon

**Sound Effects:**

* Eagle spawning
* Geese spawning
* Skydiver hit

**Clouds:**

Clouds spawn at the bottom of the screen at a random x value and move up the screen.

Large clouds move at CLOUD\_SPEED, while small clouds move at half CLOUD\_SPEED.

CLOUD\_SPEED, is a value between 10-40, which is determined by how long the user holds down either the down arrow or up arrow. This makes it, so the clouds move slower or faster depending on how fast the skydiver is “falling”.

**Skydiver:**

Use the arrow keys to move the skydiver up, down, left, and right. Skydiver will only collide with eagles or geese. Skydiver starts with 4 hearts and if skydiver hits eagle or goose 1 heart is removed.

At 0 hearts, a menu appears that allows user to restart the game.

An Icon on the right side of the screen shows how far skydiver has until the ground appears.

Once the skydiver reaches the ground a menu appears which shows the user how long it took them to reach the ground and gives them the option to restart the game.

Skydiver will “fall faster” if the down arrow is held down move and slower if the up arrow is held down more.

**Eagle:**

Plays sound when spawns. Spawns in one of the four corners of the screen.

**Goose:**

Plays sound when spawns. Spawns at players x value, at the bottom of the screen, and moves upwards. Geese will move faster depending on how “fast” the skydiver is falling.

**Hearts:**

Player has 4 hearts and loses 1 heart every time they are hit. They are displayed in the top left of the screen.

**Stats:**

Players current speed in MPH is show in the top left of the screen under the players hearts, along with the players current time.

**Ground:**

The ground will slowly start moving up, when the player has traveled longer than travelDistance.

**Icon:**

An icon on the right side of the screen shows the players progress as he falls to the ground. The icon starts off at the top right of the screen and makes it way down to the bottom right of the screen as the player gets closer to the ground.

Icon position determined by distanceTraveled/travelDistance.