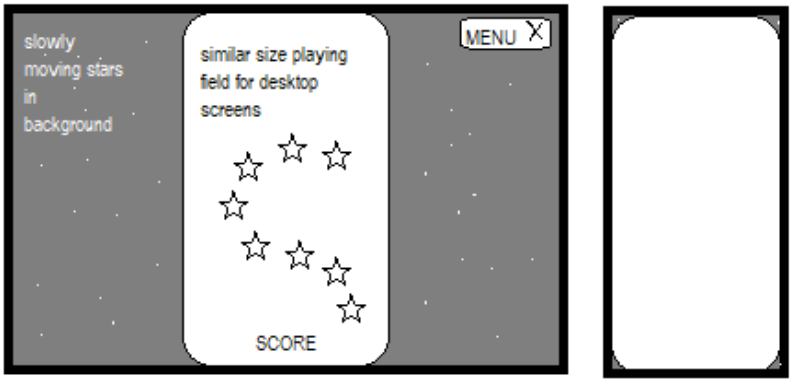
Star Swiper

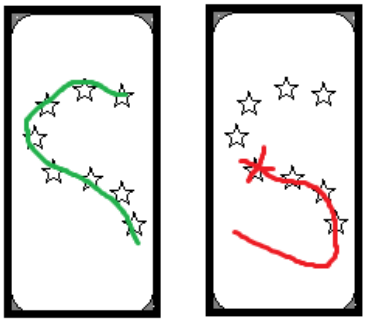
Kyle Coulon



Purpose

Having a simple and fun game in my portfolio is a great way to showcase my skills. Being interactive and easy to understand I think it would impress people who are less computer-literate. I've also been sitting on this game idea for a while and I think it sounds genuinely fun. So my target audience is **family, friends, and potential employers.**

Overview



Try to swipe the path of stars as they appear in different formations on the screen. The length of your swipe is limited, so try to follow the pattern closely in order to swipe all the stars.

👈 **You must swipe quickly and accurately to get all the stars before they disappear!**

Specifications

- local storage high score table
- automatically generating patterns that grow in length and complexity
- simple menu system
- particle effects (maybe done using canvas as a background)
- Link to simple about me page

Stretch Goals

Premade shapes using points array stored in JSON file and retrieved with fetch (because the random path generator probably won't do certain fun shapes like circles, squares, etc.), **Power-ups**, **online high-score-table**, cool background effects, sound effects, moving star paths.

Notes about structure

I will try to use classes as much as possible for modularity and to keep things organized.

Potential classes: starSwiper (entry point), LS, menuController, gameplayController, Score, highscoreTable, particleEffects, playerInputController, pathGenerator, star

Milestones

I. Basic Skeleton

Create the basic game room with a menu button in the corner and a gameplay area that stays centered. Put a canvas element in there that is as tall as the screen and float a score h2 tag over the bottom centered in the middle.

II. Testing stage

Keep track of things like the mouse down and up events and mouse position.

Set up an interval that keeps calling a function between mouse down and mouse up to get its updated position.

Track the distance the mouse has moved since mouse-down.

Set up a star controller and create a single star with placeholder art in the gameplay area.

Create a function to test for collisions/touch distance between the mouse position and the star position.

III. Game Control

When the game room is first entered a text/link in the center screen reads something like this:

READY?

Click to start

After clicked

GO!

ELEMENTS OF GAMEPLAY:

- The gameplay state begins and a path of stars appears on the screen.
- If the player takes too long the stars fade away and a new path appears.
- If the player starts swiping and releases too early the stars immediately fade and a new star path appears.
- If the player swipes a longer path than the star path the swipe ends
- **(Note: Colorful line follows where the player swipes.)** The swipe ending is visualized by the colorful line ending and the unwiped stars fading away slowly.
- If the player swipes all the stars they immediately explode and the next path quickly appears so they can keep going!

At this milestone, the game continues to repeat this process indefinitely.

IV. Making it an actual game

Swiping stars increases the score

The score is boosted by a multiplier based on the quality of the swipe:

Swipe Quality:

Below 50% of stars swiped is **red**

50-85% is **orange**

85-100% is **green**

Three red swipes in a row and the game ends.

- Make the star paths grow increasingly complex (more turns) as long as the game goes on.

Note: (there must not be a cap, it needs to get more and more ridiculous to the point that nobody could possibly keep going, otherwise the game would never end and they would not be able to enter their high score. At a certain point the stars should probably not be in a path at all and just randomly scatter around the screen so it's impossible)

Other steps for this milestone:

- Display a high score table and save it to Local Storage.
- Restart game.

Last but not least:

Create a small hamburger menu in the corner to an about me page with links to my portfolio, Linkedin, etc.