

2nd Course Project Grading

Utilize HTML5 Canvas for development of a game.

- [1] Get a game similar to my HeroMonsterV2-theme-borders working with some concept of “game over”. It must have a new theme (Change the icons, avatars, colors, etc so it’s the same mechanical game, but it’s no longer a hero chasing a monster on a green background. Think of a new theme unique to you.) [8 points]
- [2] Improve the game with one extension from this list [5 points]
- [3] Improve the game with a 2nd extension from this list [5 points]
- [4] Improve the game with a 3rd extension from this list [5 points]
- [5] Game look and play action is unique and not just a cut and paste of my code with simple image substitutions. [5 points]
- [6] Present this or the jQuery Mobile project in class [2 points]

List of extensions

1. Add sound effects to the game (not just a background theme, but noises that happen with events).
2. Add more random targets to score points (add more sprite images, there are lots of sprites on the web, search, then photo edit the sprite sheet to pick out the images you want to use.)
3. Add obstacles/mazes, things that your player can not move through
4. Add enemies, that if you touch, the game is over and you lose
5. Animate the sprite(s)
(This will take a bit of work. I will do one in class. You can find lots of sprite sheets:
<https://www.bing.com/images/search?q=sprite+sheet&q=MM&form=QBILPG&sp=8&ghc=1&pq=sprite&sk=MM7&sc=8-6&cvid=1B1FD48C9C444132BDE9F1126703FF4C>
6. Add a nice animation. This site has 10 very nice animations – you could pick one and integrate into the above game https://cloudinary.com/blog/creating_html5_animations
7. Add a time limit where the player loses if they don’t complete something in the time limit.

Note: If you want to make some other kind of cool extension I might let you, just make sure to get my ok first.

Caution: There are many example games on the web, it is fine if you cut and paste 5-10 lines of code to make some special effect or something, but DO NOT Copy a game off the web, and make a few trivial changes and call it your game. There are several code stealing search engines I can use to quickly locate a game that you used, don't risk losing all 30 points by cheating. Your game should have the same architecture, parts and pieces, as mine done.