Project report

HTML5 Game : Block Game

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Fulfilled features listed in the project work google docs file:

Feature	Points	Max	Notes
Well written PDF report	3	3	
Responsive application	2	4	Only on desktop
Firefox, safari and chromium	3	3	
Clear plot	3	3	
User can get their name in the scoreboard	3	3	
There is more than one map	3	3	
Game uses physics engine	2	2	
There are enemies that hurt player	3	3	
There is music and sound effects	3	3	
Total	25		

Own features

List of own features and their corresponding points, with explanations written below.

Feature	Points
Particles	3
Maps	2
Unique minimal look and flow	3
Leaderboard styling	2
Good repo structure	3
Player can change room layout	2
Scoring	2
Subtotal	17
Features in google docs	25
Total	42

Particles

I've used the engine's own particle system on player's trail and other things. I also included my own physics particles, since the particle engine does not support interaction between particles and physics objects.

My own is not necessarily a particle system, even though is used as it. It's only a pool of physics objects, that can be scattered by function call.

Points: 3

Maps

I created easy way to create more rooms to the game, also with tutorials.

See `src/maps.js`

Points: 2

Unique minimal look and flow

The game uses shapes provided by phaser, instead of sprites. Only one small image is needed for particles, since phaser does not support shapes as particles for some reason.

I think the game has good flow, since the player is persistent in a single scene, and the room itself changes it's layout upon reaching goal.

Player respawn is quick, like in *Hotline Miami*, and restarting game is seamless finishing the game.

Points: 3

Leaderboard styling

Leaderboard is a HTML table, which is generated by the game. Majority of visible HTML elements have CSS styling.

Top player is highlighed with green color.

Points: 2

Good repo structure

Assets have their directories based on their type, and code files are split into files by their role.

Points: 3

Player can change room layout

Even though there are not moving walls in the game, there are gates that the player can unlock when collecting a key.

Points: 2

Scoring

Player's score is the amount of deaths occured during the playthrough. Less is of course better.

And if player would **cheat**, eg. skipping room using '4' key, ton of deaths would be added to not enable anyone grief the leaderboard.

Points: 2