

Project work

HTML5 Game

My project is a rather simple, points-based HTML5 game, similar to “Fire boy and Water Girl”, the famous browser multiplayer game. Although the game is meant to be similar based on the maps and ground similarities, it has personal touches as well as elements from other games – the mushroom and jumping sound out of Mario games. The main goal was to recreate childhood memories, while also studying and learning. Grade-wise, I will present below how and why I believe to achieve points:

1. Application works on Firefox, Safari, Edge and Chrome – 3 points

As an HTML5 game, the previously stated browsers shall have no issues in maintaining the game working.

2. The application has clear directory structure and everything is organized well – 2 points

I believe that not only my directory structure but also my code is well organized, all the elements that belong to a certain category are to be divided accordingly.

3. There is a clear plot in the game. It has a start and end. - 3 points

The game has a clear plot, by clearly showing the gemstones that are to be collected. The points system is, as well, self-explanatory, being updated live for the player to see. On top of that, the next level, Level 2, can be achieved only if a score of 5 or greater is being collected.

4. User can get their name in the scoreboard – 1.5 points

Although the player can get the score on the scoreboard, it has some flaws as the system can only hold the latest score of the player.

5. There are different (more than 1) objects to collect – 2 points

There are two different objects to collect, both represented by gemstones. The diamonds offer 1 point, while the rubies offer 5 points upon collection.

6. There are moving parts in the game area (other than the player and enemies, so e.g. some floors fall apart) - 3 points

There are moving tiles in both levels, that move left and right with certain timing.

7. There are more than one map – 3 points

There are 2 different maps (levels) and an end screen. They are different scenes that are being transitioned to one another via the door.

8. Gamer needs to use both keyboard and mouse to meaningfully control the player character – 3 points

The door is interacted with via left click of the mouse, as well as the shooting on map 2, which is also done by the same click. The movement of the mushroom (aka the WaterGirl) is done with the arrows.

9. Game uses physics engine, so that there are falling parts / enemies / players – 2 points

The game uses physics engine, especially for the falling bombs that are set to fall once every 2.5 seconds. Upon hitting the player, not only does the bomb disappear but we are also restarting the level, as the character is no longer alive.

10. There are enemies that can hurt the player – 3 points

Except the bombs that are a falling death-sentence, there are aliens that hurt the player upon touching. They can, however, be destroyed by using the bullets that the character holds in the 2nd map.

11. There is music and sound effects when player shoots/jumps or anything like that – 3 points

There is constant background music on both of the maps (1 and 2) that is being restarted every time the scene restarts, as well as sound when jumping.

As for the very last feature, the “well-written PDF report”, I believe that mine stands within the criteria, as I have presented every feature and criteria that my code and game hold, and the reason why it deserves the points (or does not in certain cases).