### Anteractive Web Project

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# Project Brief

Design a 2D endless runner that can be played online via mobile phones through using JavaScript.

#### Notes:

Develop an original concept for a 2D endless runner.

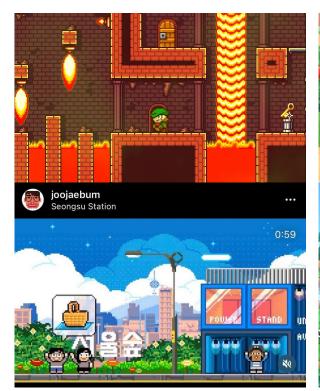
Allow people to play it via their mobile phones by accessing a website.

Feature a playable character that must avoid an obstacle.

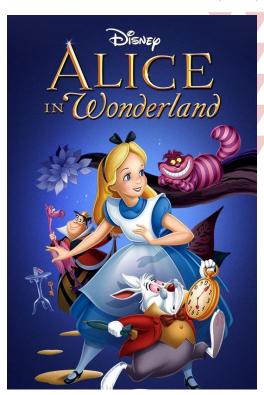
Use a simple interaction that works on phones (tapping on screen) as well as desktop computers (hitting spacebar).

Design a square image as promotion for your game (1080px x 1080px).

### Moodboard







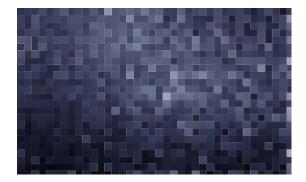
Pixel art Happy farm vibe

Character inspiration

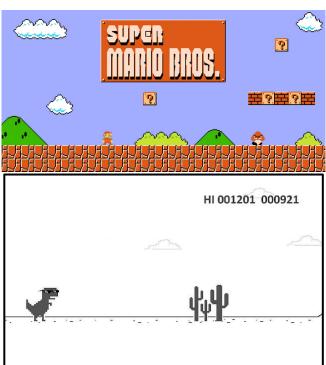
### Moodboard



Obstacle inspiration

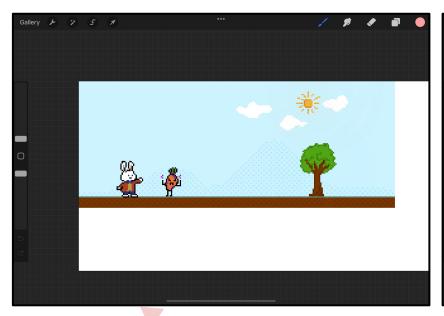


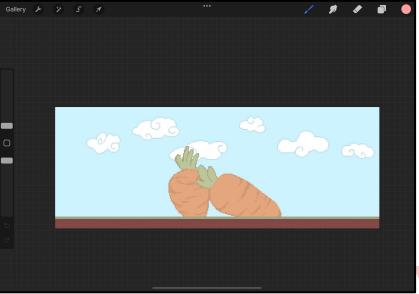
Texture for contrast



Game reference

### Ideation





## Synthesis





#### Character

#### Obstacle

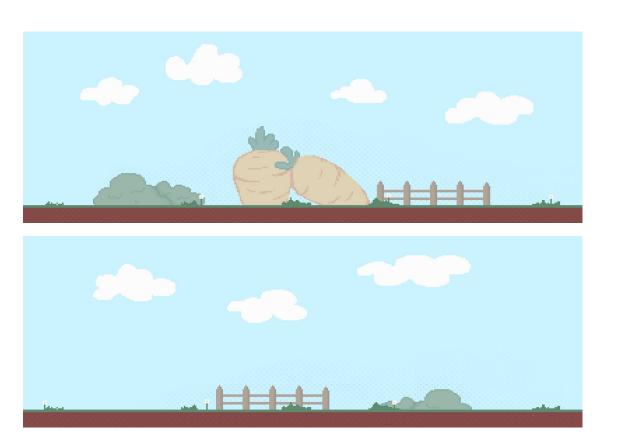




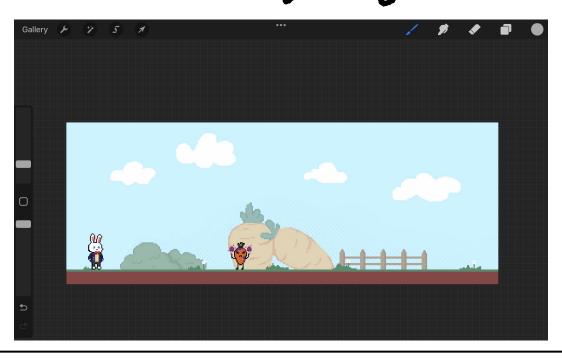


## Synthesis

Background



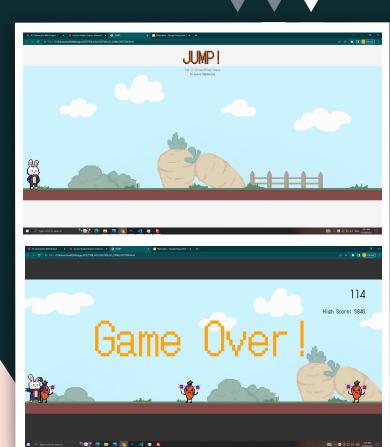
# Prototyping







## Testing



### Iteration

```
s3927508.html # style.css X JS javascript.js
s3927508.html X # style.css JS javascript.is
   <html lang="en">
                                                                                                                  background-color: whitesmoke;
                                                                                                                  overflow: hidden;
                                                                                                                  padding: 0;
        k rel="preconnect" href="https://fonts.gstatic.com" crossorigin>
                                                                                                                  opacity: 100%;
        k href="https://fonts.googleapis.com/css2?family=DotGothic16&display=swap" rel="stylesheet">
        k rel="stylesheet" href="style.css" />
        <script src="javascript.js" charset="utf-8" defer></script>
                                                                                                                  bottom: 21%;
                                                                                                                  margin-top: -30px;
                                                                                                                  width: 128px;
                                                                                                                  height: 179px;
                                                                                                                  background-color: transparent;
              Game Over!
              <span style="color: | #ab4327;">Tab on Screen/Press Space</span><br/>br/>
                                                                                                                  display: flex:
              to avoid Obstacles
                                                                                                           30 #heading {
                                                                                                                  font-size: 90px;
                                                                                                                  color: #783712;
                                                                                                                  font-weight: 600;
           <! -- Background -->
                                                                                                           38 #gameOver {
                                                                                                                  top: 25vh:
                                                                                                                  color: orange;
                                                                                                                  justify-content: center:
            <! -- HighScore -->
                                                                                                                  text-align: center;
                                                                                                                  font-size: 250px;
```

```
JS javascript.js X
JS javascript.is > 😭 document.addEventListener("DOMContentLoaded") callback > [6] scoresHTML
    document.addEventListener('DOMContentLoaded', () => {
     const grid = document.querySelector(".grid");
     const player = document.guerySelector('.player');
    const menu = document.getElementById('menu');
     const heading = document.getElementById('heading');
     const insts = document.getElementById("inst");
    const gameOver = document.getElementById("gameOver");
     const background1 = document.querySelector('.background1');
     const background2 = document.querySelector('.background2');
     let backgroundMoveSpeed = 0.08; // how fast the background scrolls --- milliseconds (ms)
22 const scoresHTML = document.querySelector(['.scores']);
     const scoreHTML = document.getElementById('score');
    const highScoreHTML = document.getElementById('highScore');
     let highScore = localStorage.getItem('highScore');
     let scoreSpeed = 70; // how fast the score is added
     player.style.backgroundImage = "url(player.png)";
    let isJumping - false; // Switch, starting off with false, to make jumping available only after player
     let gaovSound = new Audio("gameover.mp3");
     let jumpHeight = playerPosition;
```