



SPACE INVADERS TOURNAMENT

Game Created by Nathan Chan

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ABOUT ME

- I am from Canada. I go by the handle PARZIVAL. 🇨🇦
- I have a huge side interest in securing websites and have won several cyber security competitions.
- Goes by the name PARZIVAL or Bulletproof online.
- Have a huge interest in classic video games, especially the old classics such as Space Invaders, Tetris Original, and Super Mario Bros. (the first one).
- I love participating in cyber security workshops to enrich my learning in that field.
- I have only traveled to the US and Mexico, besides Canada, none else.



My project is a competitive Space Invaders game packed with the “juice” in it.

Fun

Competitive

Colorful

The objective of the game is to kill the invaders and score as many points as possible before the end of the game.



1st to 3rd Row
Invaders

10 pts.



4th Row
Invader

20 pts.



5th Row
Invader
30 pts.



UFO mothership 50 pts.

I chose Space Invaders, because it was my childhood game. I used to play it when I was young in monochrome (black and green), which explains why I'm using these colors right now.

Technical Challenges

- The most important technical challenge was debugging back and forth.
 - This included debugging a huge bug.
 - Bug included making the laser collide with the UFO and making it explode at the right time and moment. I had spent over 2 hours figuring out how to make it work. I used 'Inspect' and then going into the Console to debug and eventually fix this.
- I had eventually used `console.log()` method to log out errors.



How I overcame the challenge?

Constantly debugging the program with Chat-GPT and Perplexity.ai, a combination of both AI GPTs to help report back a feasible solution. Whenever everything has to go private, I use a private GPT like: Mistral AI and Bionic GPT AI.

Biggest Mistake

Getting lost in the code. I usually make no crazy mistakes in my code. Everything has to be perfect, in order to construct a really good game or program. Even the rapid fire wasn't expected in the beginning but I used a mistake / bug to turn it into an extra cool feature of the game. I turned a weakness into a strength.



DEMO

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Thanks for watching.

Special thanks to Web Dev Open.

This concludes Project 1.

Game Credits: Nathan Chan