

TOURNAMENT

Game Created by Nathan Chan

ABOUT ME

- I am from Canada. I go by the handle PARZIVAL.
- I have a huge side interest in securing websites and a 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.



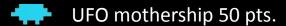
My project is a competitive Space Invaders game packed with the "juice" in it.

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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.





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.

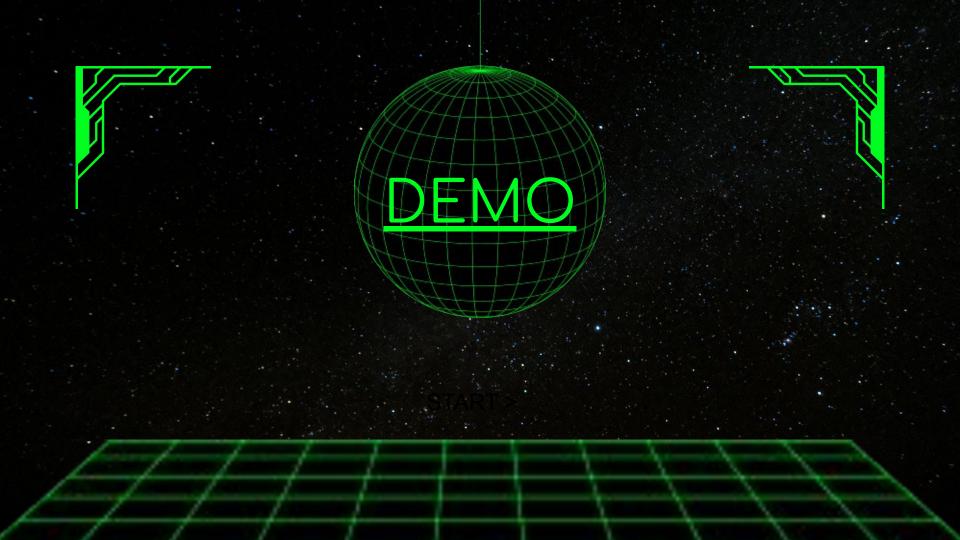


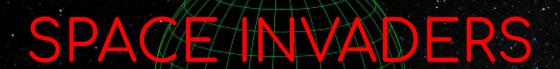
How I overcame the challenge?

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.





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Thanks for watching.

Special thanks to Web Dev Open.

This concludes Project 1.

Game Credits: Nathan Chan