Larson Game Development

For my final project I want to create a website with small games on it. It will include the small games we have made in class so far (dice roll, black jack, and high low), but the largest portion of my project will be a small custom game that I will implement from scratch using a free sprite sheets that I have found online. The purpose of this website will mainly be to kill time playing small not so difficult games and for me it is to learn a new concept in a field that I am interested in.

Larson Game Development, the site name, will have 5 pages total: the home page, dice roll, blackjack, high low, and Adventure-ish (current name of my game and will most likely change). Each page will have a side navigation bar to each of the games. On the home page there will be news bullets on any new game that will be in development as well as a thumbnail for each game that will show a picture of the game and a small description on the side. On each of the game pages it will have an area for the game with the same, or longer, description from the home page. Below the game I will include small thumbnails to the other games to easily swap between them.

Adventure-ish will take up the main portion of time that will be spent on this project. For this game there will be one map that will be like a maze. As of now I plan on creating a two-dimensional array that holds the entire map, each element having a different image that will be printed to the screen. Not all the map will be displayed at once but instead only a set number of tiles away from the center of the screen where the character image will be. By doing this I plan on have the world move around the character like games such as Pokémon on Gameboy (I hope you know what I mean). For the player to win they will have to move through the maze in search of the end. While traveling there will be random events that happen.

Also, like Pokemon and Final Fantasy, while moving through certain areas there will be a random chance fight. The fight will be rock paper scissors style fight. I’m still trying to determine the 3 moves that will be available but I will be trying to add in some kind of elemental, magic, or attack animation to make it more fun. Each fight will give a change of dropping a health or repel type item. To win the game a player will have to reach the end of the game and defeat on more boss character. To make score I want to try to save the time that it took people to get through the maze and defeat the boss and then post in somewhere near the game as a kind of Ranking.