CT30A2910 Introduction to Web Programming - course project

I decided to make a simple dungeon crawler game inspired by The Binding Of Isaac -series by Edmund McMillen.

I followed a [tutorial series](#) made by ourcade tutorials to create the foundation for the game that I adjusted to suit my needs.

Used software:
- Visual Studio Code
- Aseprite (bought software that I already owned to create the graphics)
- Tiled (free to download software to create tilemaps)

Game Features:
- Three mostly unique levels.
- Main menu with a sneaky check if the device is mobile/has a touch screen.
- Game over and game won scenes that display the player's collected coins.
- Two types of collectibles: hearts and coins.
- Separate UI to display player health and coins.
- Separate UI for touch controls.
- Player movement with arrow keys and shooting with a spacebar.
- Player movement and shooting with 'buttons' on the touch controls UI.
- Two types of enemies with differences in sprite and health.
- Rooms with separate logic that influence the player's progression (if the room has active enemies, prevent the player from leaving by activating barriers).
- Both enemy types have random movement.
- Enemies deal damage on touch to the player.
- Player deals damage to enemies by shooting at them.
- The player has a goal to find a trophy in each floor that acts as a trigger for starting next floor and in the final floor as the trigger for game won condition.
- The game is small (176 px by 112 px) but scales to fit the window = 'responsive'
- When enemy dies it has a ⅓ chance to drop a coin or a heart or nothing