Interactive Media Assignment 2

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For this assignment, I decided to create the game Helicopters and Dragons! This game is an homage to the classic web game Helicopter Game(http://www.helicoptergame.net/)

This game is targeted as a web game, and relies on the sprite library. One change was made to the sprite library to increase the score when new frames were being produced.

The game design is fairly simple. The player pilots a helicopter, which is constantly falling downwards. The player can accelerate upwards by clicking on the screen. There are hazards at the top, and the bottom of the screen, so the player must constantly balance between flying upwards, or allowing the game to drop them.

Along with this mechanic, there are also obstacles the player must avoid. These obstacles are the dragons flying at the helicopter. The dragons will destroy the helicopter if they are to come into contact with it, so the player must try to avoid them as best as they can.

The player will receive a point for every second they are alive. This can be seen above the canvas, and will increase while the player avoids the obstacles. Players can try to see how high they can get their score, and compete with friends. A screenshot of the gameplay can be seen on the next page
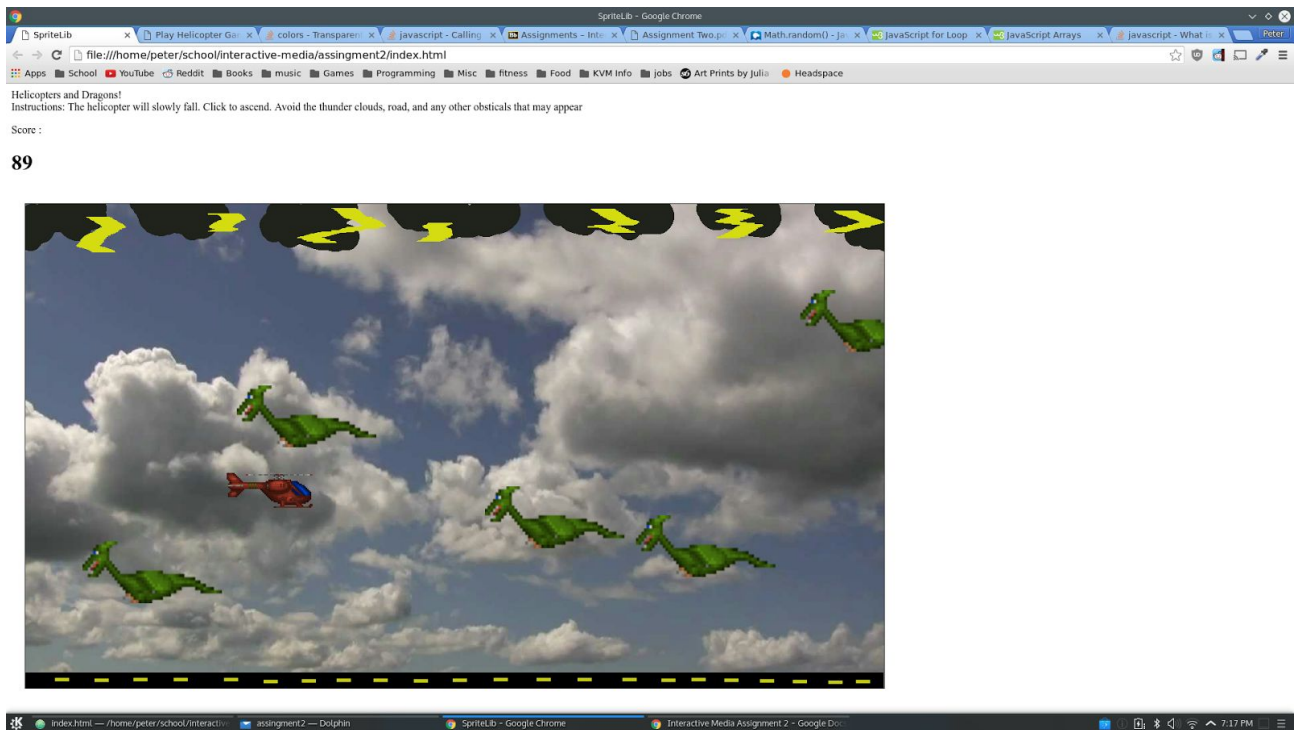
The game was implemented with the sprite library. The player is a sprite object, on which its velocity is altered with a canvas onclick function. The dragons are also sprite objects. There are only 5 dragons, and each moves back to the right side of the screen after they collide with the left side of the screen.

The player also has a collision function, which causes them to die when they hit the top, or bottom of the screen. The other player collide function represents what happens when the player interacts with any other sprite, which would be the dragons. This as well causes the player to die.