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JavaScript Game writeup

Controls:

W-forward

A-left

D-right

S-back

B-start

K-A

L-develop

For my game I create a Pokémon clone, It ended up being more work than I initially thought it would be and required much more time and debugging than some other type of game would. To play walk into the classroom building and talk to Professor Bierman to start the battle. When making the game I ran into many issues, I found it difficult to create different scenes initially. I resolved this by just creating a counter that each scene is assigned to and then just incremented it in each instance I need it to. I also had a hard time finding a way to create square hitboxes, but I created a collider handler by passing an array of two different x and y values that formed a square. Another issue was allowing button presses to only happen once, I solved this by instead of calling the function on key up rather than key down. Sounds also had a similar issue that they would play repeatedly due to the game loop.