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GameDevelopment

HTML5 Game Documentation

My project revolves around three specific sprites. The user, the enemy, and the goal. I went with some kind of pirate game where the user gets full control of their own boat. This means they can go up down left or right, and go as fast as they can. The enemy is limited by only going side to side. The treasure spawns in a new random spot each time it is grabbed. The goal is to get as many treasure chests as we possibly can before the game gets too difficult. Right now, every time we collide with a pirate ship, we respawn the ship and speed it up, along with losing a life. Each time we collide with the treasure chest, we earn a point, and we have a new treasure chest to try and get. The game is pretty straightforward and emphasizes a lot of the concepts we’ve learned in class. I would like to improve it eventually by making the pirates more complex. Maybe I could have the pirates chase down my ship and attempt to collide with me as I’m trying to get the objective. The idea of having lives is fine, but I think a health bar would be more sufficient, and maybe some way of increasing health during the game. Obviously, a lot can be done to this idea to make it a lot more enjoyable and difficult as well, not straying away from the objective of the game. I used open sources sounds and images from openclipart and freesounds.