Project Report

ShooterGame

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Introduction

This document provides an overview of the ShooteGame project done in the Introduction to Web Programming course as a course project. This document details what was accomplished and what tools were used in the development.

Project Description

The ShooterGame is a simple HTML5 Phaser 2D game where the player controls the player model and aims to shoot all targets as quickly as possible. The game tracks the player completion time and maintains a leaderboard of top scores.

Features:

- Player moves with WASD keys, rotates/aims with mouse and shoots with mouse1
- There is multiple maps that can be played
    - One of the maps is random generated one so the possibilities are basically endless
- Player has to mind their bullet count, because they only have 18 bullets.
    - There is an extra magazine in the world, if the player picks it up their bullet count goes back up to 18.
- Game tracks
    - Bullet count
    - Target count
    - Players completion time
- Game maintains a leaderboard of players top scores
- Background music and sound effects

Created scenes:

- Main Menu
- Map Selection
- Instructions
- Leaderboard
- Game Scene

Tools and Technologies used

Phaser 3:

- Used Phaser 3 Framework for creating the game.

JavaScript:

- JavaScript was used as the programming language to create the game logic.

Assets / Audio Files:

- Free online assets were used in-game to make the game come to life.

Source Code

Project ShooterGame source code can be found here: https://github.com/roopemyller/ShooterGame

The game can be played here: https://roopemyller.github.io/ShooterGame/

Points table:

Feature	Max points
Well written pdf	3
The application has clear directory structure and everything is organized well	2
Application works on Firefox, Edge and Chrome	3
Application works on different sizes of computer screen	2
Application is deployed via Github Pages	2
User can get their name in the scoreboard	3
There is a clear plot in the game. It has a start and end.	3
There are total of 3 maps	3
Gamer needs to use both keyboard and mouse to meaningfully control	3

the player character	
Gamer can shoot with mouse1 (bullet travels towards the point the player is facing and aiming is done with mouse)	2
There is background music and sound effects when the player shoots, collects magazines, breaks targets, wins, loses etc.	3
There is a timer that clock the gamers time	3
There is one map that randomly generates the targets	2
There is multiple game objects and barriers (player, targets, bullets, magazine, car, walls)	3
Intuitive UI	3
There is a instruction page	2
Cool spinning player model on the front page	1
Total	**43**