

### Simple Usage:

1. Open [www.tsunamigames.dev](http://www.tsunamigames.dev)
2. Click any "Play Now" button
3. Use Arrow Keys to move & jump (alternative controls WAD and/or Spacebar)
4. Hovering over the game window plays audio (optional)
5. Move to the right, collecting coins as far as you can
6. Upon death, type your name into the "Name" textfield
7. Click "Submit to High Scores"
8. Scroll down to the High Score Panel
9. Click the table to refresh the scores
  - a. If your score is higher than an existing score (seen below the game window), your name will be added to the High Scores
10. Click Restart in the game window (optional)

### Project Description:

Showcasing the power of modern web design, King Cron is a highly interactive, modular, PWA. It is responsive and downloadable on mobile and PC. The site overshadows template-based web design by providing a level of intrigue and originality that can't be replicated using other platforms.

King Cron features an animated, flippable Tome of Lore, a cute Character showcase, an interactable world map, a gameplay video, an **entire** embedded game, and live-tracked high scores. In a mere 24 days the site includes details like button hover effects, high score sorting options, custom icons, and SSL Certification on a live URL.

The site is an exhibition of Catalyst's strengths targeted at one of the largest industries imaginable. With a visually stunning frontend and highly configurable proof-of-concept backend, King Cron is the Catalyst ad you want to see.

The game was built using Unity, the most popular game engine, but the site's infrastructure is easily implementable with any game engine. The High Scores concept provides developers with an example of rapidly storing, retrieving, and displaying data. Applications of this example, with minimal changes, range from tracking player metrics to monetization strategies.

### Catalyst Features Included:

- ✓ SSL Certification & Live URL
- ✓ Datastore & Fetch
- ✓ Amplify: Search
- ✓ ZCQL
- ✓ React-CRA & Hosting
- ✓ Express Backend

### Public Github Repositories:

- [SPA](#)
- [Game](#)

#### **CC0 Assets:**

- [Simple Map Tiles - Melle](#)
- [A Platformer in the Forest - Buch](#)
- [512 Sound Effects \(8-Bit Style\) - SubspaceAudio](#)
- [5 Chiptunes \(Action\) - SubspaceAudio](#)
- [8-bit Sound FX - Dizzy Crow](#)
- [Albert Text - Dieter Steffmann](#)
- [5 Wood Textures - Luke.RUSTLTD](#)
- [Cartoon Outdoor Tileable Textures - Stone\\_16.png - profpatonildo](#)
- [Map - yd](#)
- [Pixel Raven - tbbk](#)
- [Walking Ant \(With Parts and Rigged Spriter File\) - DudeMan](#)
- [Fantasy GUI - MELLE](#)
- [Parchment Background - Felis Chaus](#)
- [Login Box - kindland](#) (thanks)

#### **Packages/Libraries/Frameworks/Engines:**

- [React \(pwa template\)](#)
- [Express](#)
- [Mui](#)
- [Unity](#)
- [Catalyst \(CLI, SDK Node\)](#)
- [react-zoom-pan-pinch - prc5](#)
- [react-unity-webgl - Jeffrey Lanthers \(Apache 2.0\)](#)
- [react-pageflip - Nodlik](#)

#### **Code References (Github, StackOverflow, CodeSandbox, Other):**

- [1](#), [2](#), [3](#), [4](#), [5](#), [6](#), [7](#), [8](#), [9](#), [10](#), [11](#), [12](#), [13](#), [14](#), [15](#), [16](#), [17](#), [18](#), [19](#), [20](#), [21](#), [22](#), [23](#), [24](#), [25](#), [26](#), [27](#), [28](#), [29](#), [30](#), [31](#), [32](#), [33](#), [34](#), [35](#), [36](#), [37](#), [38](#), [39](#), [40](#), [41](#), [42](#), [Various W3Schools Tutorials](#), [Mozilla Docs](#), and the aforementioned Package/Library/Framework Docs and Examples.