

PROJECT: BLOCKMAN THE GAME - BLOCK RUNNER

by Fatherly P. Titus 2024©

Description:

The **BLOCK RUNNER** is one of the 3 mini games that make up the **BLOCKMAN Series**. The other 2 games in the series are **BLOCK SNAKE** and **BLOCK TETRIS**.

The gameplay involves surviving long enough as you try to outrun and dodge the attacking hostile that is coming after you.

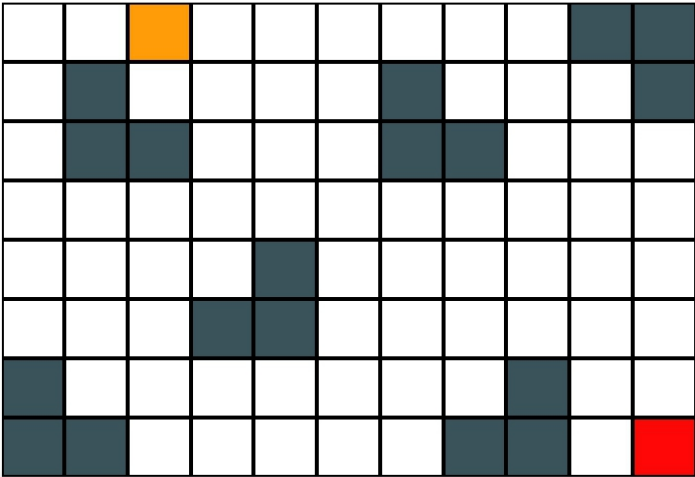
Objectives:

Simple 2D Tile Game and terrain made using the **BLOCKMAN TILE MAP CREATER**. The project was done from start to finish utilizing HTML5/W3CSS, vanilla JS, and bootstrap,

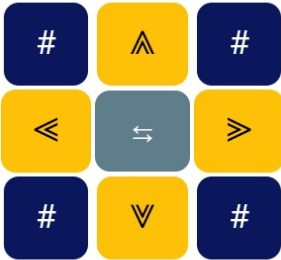
Snapshots:



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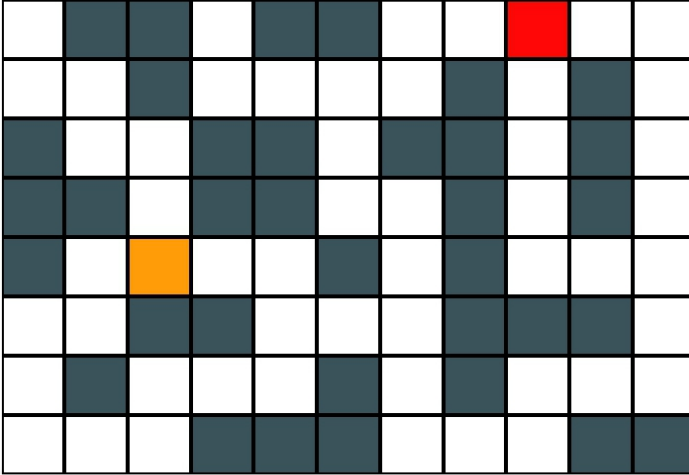


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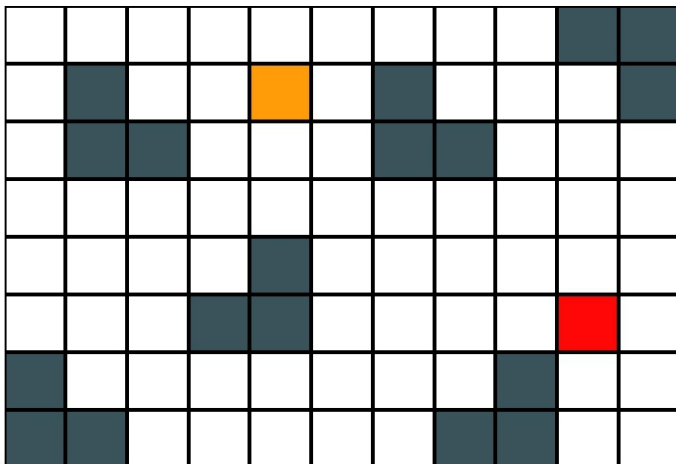


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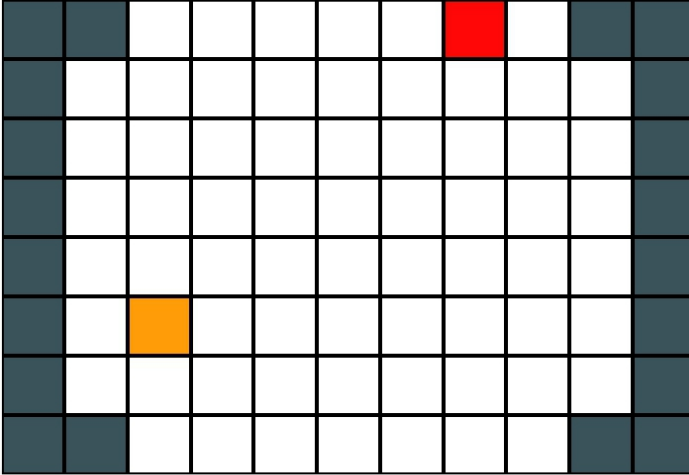


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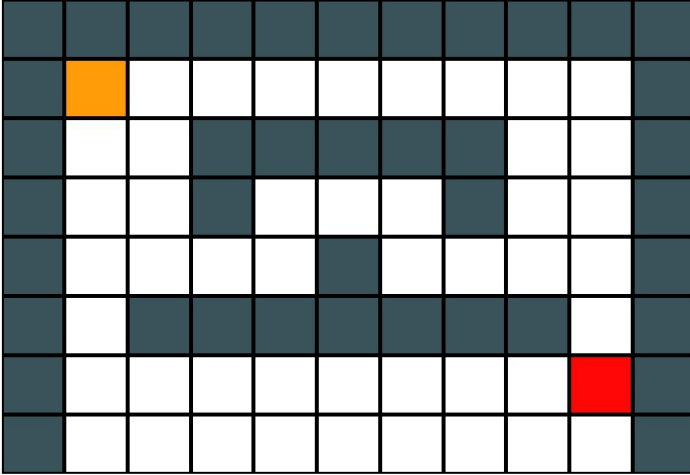


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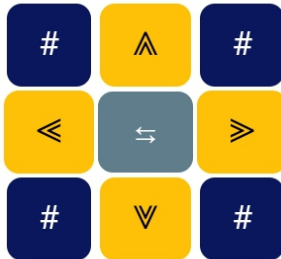




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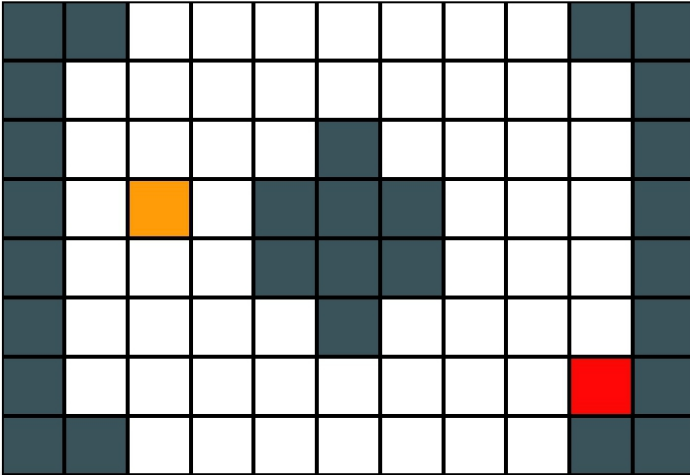


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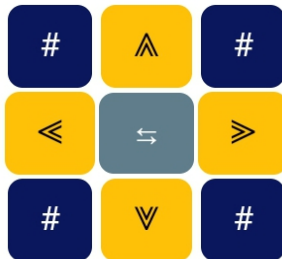




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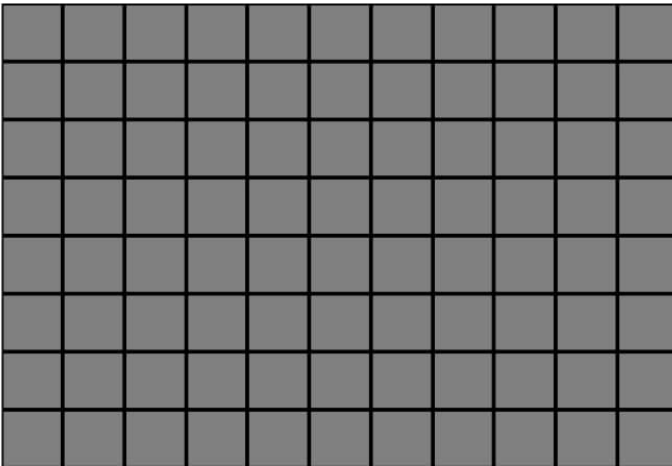


The Tile Map Created:

TILE MAP CREATOR

For The **BLOCKMAN™** Series

Submit Map



BLOCKMAN Map Creator © by Fatherly (Sam) P. Titus

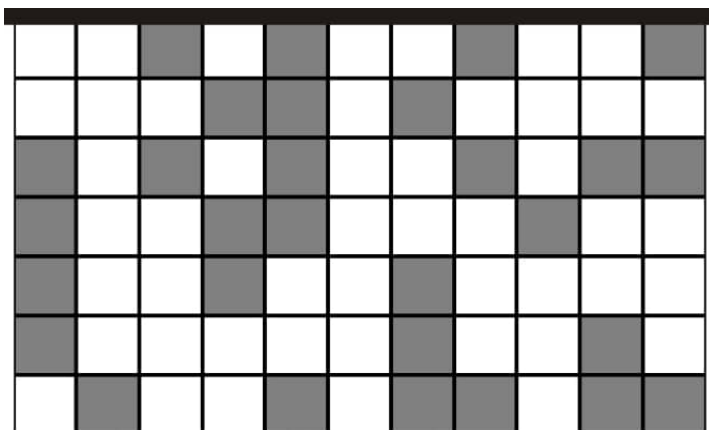
Freestyle

Block All

Unblock All

Manual Coords Input:

Manual load



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Freestyle

Block All

Unblock All

Manual Coords Input:

+0,0+0,1+0,3+0,7+0,9+0,10+1,0+1,1+1,3+
1,5+1,6+1,8+1,9+2,0+2,1+2,2+2,5+2,7+
2,8+2,9+2,10+3,1+3,3+3,5+3,6+3,8+4,1+
4,2+4,5+4,6+4,7+4,9+4,10+5,1+5,2+5,4+
5,5+5,7+5,8+5,9+5,10+6,1+6,2+6,3+6,4+

Load Chart

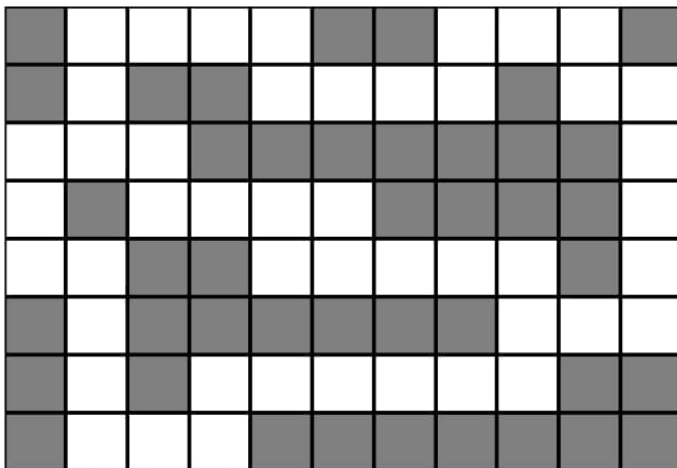
Reset

TILE MAP CREATOR by Fatherly P. Titus© 2023

TILE MAP CREATOR

For The **BLOCKMAN™** Series

Submit Map



BLOCKMAN Map Creator © by Fatherly (Sam) P. Titus

Freestyle

Block All

Unblock All

Manual Coords Input:

Manual load



Charted Map Coordinates

0,0+0,1+0,2+0,3+0,4+0,5+0,6+0,7+0,8+
0,9+0,10+1,0+1,2+1,3+1,4+1,6+1,8+1,9+
1,10+2,0+2,3+2,4+2,6+2,7+3,0+3,2+3,3+
3,4+3,5+3,6+3,8+4,1+4,2+4,4+4,6+4,7+
4,9+4,10+5,2+5,3+5,5+5,7+5,8+5,10+6,0+
6,2+6,3+6,4+6,5+6,7+6,8+6,9+6,10+7,4+
7,7+7,8+

