Web Engineering Assignment 2

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# Introduction

The aim was to make a game about an egg which has to dodge enemies in order to survive.

# Approach

I used jQuery to achieve this. I used switch case to implement key strokes needed to move the egg. I employed a randomization process to make the enemies on the screen move randomly. It was inspired by the following post which I found online: http://jsfiddle.net/Xw29r/15/

This was hard-coded for one variable and I altered so that I could have multiple objects moving randomly across the screen, ie, enemies.

In order for the game to be over, the egg had to hit one of the enemies, for this there are functions that constantly check if these elements overlap. They are in a loop. If the function finds that one of them have overlapped then it shows the high score (which is the time, in seconds, for which you survived) and then takes the user to the Game Over Screen. I also added music to each of the pages. All of it is originally from the game, Undertale.

# Problems

I ran into several problems while developing the game, the first one being adding the keystrokes. After I discovered, I ran into the problem of animating the enemies to move across the screen. They just would not move. Either they moved off of the screen or they didn’t move at all. Then, finally, there was the problem of detecting whether the egg had hit an enemy or not.

# GitHub Repo Link