

## Assignment 3 – JavaScript Game

### **Description:**

This assignment is to build a game using JavaScript.

### **About the game:**

#### **Monster Master**

Welcome to the “Monster Master” game. The game is set in a town terrorized by monsters which dwell in caves in the mountains surrounding the town. The Town Chief seeks for noble warriors to help defeat and liberate the town from these monsters and killing the dragon.

### Game Controls:

The game has three (3) primary control buttons which is used by players to navigate through the game. These buttons provide different functions all depending on the players’ location in the game.

### Location

There are three primary locations in this game: Town Square, Store and Cave.

1. Town Square: This acts as the “Main Menu” for the game. This is the first screen you see when you initialize the game. Through here is where the player access’ other locations of the game like the Store, Cave or player can go ahead to fight the dragon.
2. Store: This is where the player goes to buy health and weapons needed to fight the monsters.
3. Cave: This is where the monsters reside when they are not terrorizing town that is. This is where you go to battle the monsters and kill them.

### Monsters

There are three monsters included in the game: slime, fanged beast and dragon.

1. Slime: This level 2 monster with a health stat of 15 is the lowest in ranking and proves easiest to kill. You can find it in the cave.
2. Fanged Beast: This monster can also be found in the cave. It would prove slightly hard to kill and deal considerable damage on the player during a fight. It is a level 8 monster with health stat of 60.
3. Dragon: This is the mother of all monsters. With a difficulty level of maximum, this monster would easily kill an amateur player in one attack. The health stat of this monster is 300 and it is a level 20 monster.

## Weapons

There are four weapons in this game, each varying by its power; determining how easily a monster can be defeated with the weapon. These weapons are namely, stick (power = 5), dagger (power = 30), claw-hammer (power = 50) and sword (power = 100).

The stick is the default weapon the player owns, and the others can either be purchased with or sold for gold. It is a very weak weapon and would deal little damage to the monsters.

The sword on the other hand, is the most powerful weapon any player can get and is the weapon of choice in the fight against the dragon.

## Game Rules

The rules of this game are simple.

1. The only way to win is by defeating the dragon, which is the mother of all monsters.
2. Player instantly loses the game when player's **Health** equals zero (i.e.  $\text{Health} \leq 0$ ).
3. Player can win gold by defeating monsters. The amount of gold received depends on the monster's stats.

4. Player's **xp** increases with each monster they defeat. This in turn guarantees the effectiveness of each of their attacks on the monsters.
5. Players can either choose to attack, dodge an attack from the monster or run away from the battle.
6. A bonus event where players can gamble health for more gold has been hidden in the game.  
Good luck finding it.

### **Issues and Resolutions:**

There were many issues which I encountered while building this game:

1. Creating a hit/miss scenario for the game.
2. Creating a bonus game
3. Hiding the bonus game

Seeing as not all attacks generally lead to damage, a hit/miss line of code was needed. I had to check all of that and then write it down there. This guarantees that every monster does not go down easy and ensures that even the least monster can cause troubles for the players. A guessing game was needed into the game as a bonus level. With a 50%-win probability, the game requires players to bet their health on a chance at gaining more gold. I ensured that the bonus level was well-hidden in the game and is only accessed by clicking some specific sets of buttons with none of them specifically leading to the bonus level. I was anxious in between solving all these and figuring out how to do them, but I kept patience and chill.

### Analysis:

I always wanted to build a cool game like a sort of movie and animated story vibes one. I got this idea from Bollywood movies where hero and villain fights, and in the end, the good wins over the bad person. I know, it sounds very kiddish, but I believe that idea and inspiration can never be immature. Also, coding this was never easy. I had to push beyond my comfort zone and keep patience. I usually get anxious when it comes to projects like these, but I have also learned the art of “finding an optimal solution” from my dad. This helps me to tackle the problem than getting bad thoughts and anxiety from it. So, this time, I think I made some progress and I felt confident about my game when it was done. I also kept it very simple and straight forward. This is another lesson from my dad because he himself communicates everything in a straight simple manner. I did not complicate my code and the sample outputs are given below.

### Screenshots:

#### Sample Output

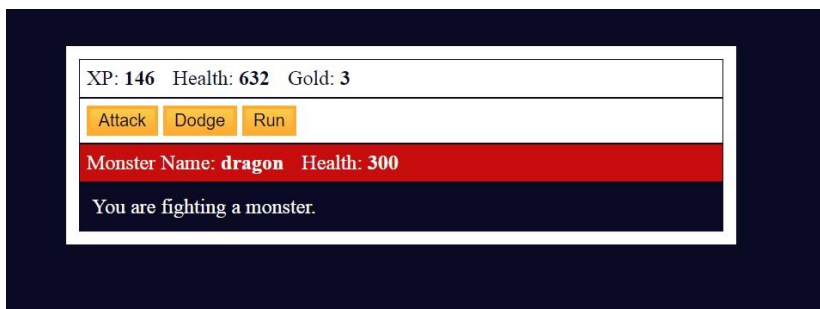
A view of how the game looks and works are shown below.



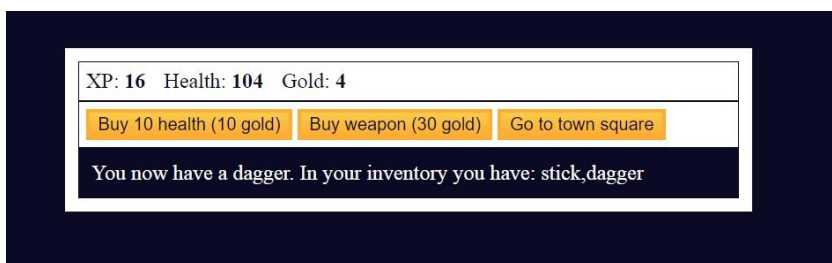
This shows a full screen view of the game once initialized on your browser.



This shows up after you win the game.



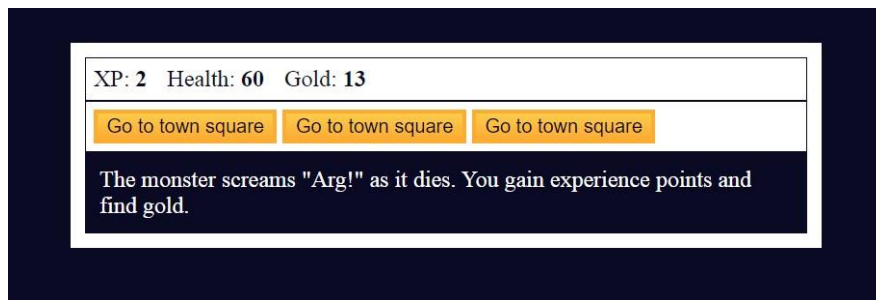
This shows a view of the monster stats.



Player just purchased a weapon from the store.



Player has insufficient gold balance to purchase health.



Player has just defeated a monster.



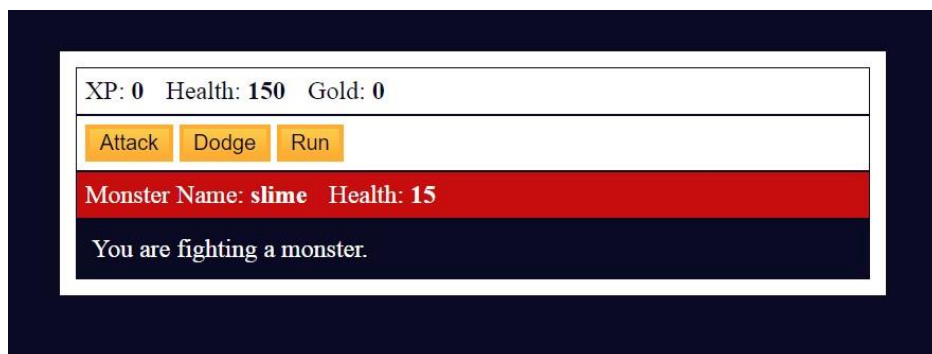
Player misses an attack on the monster.



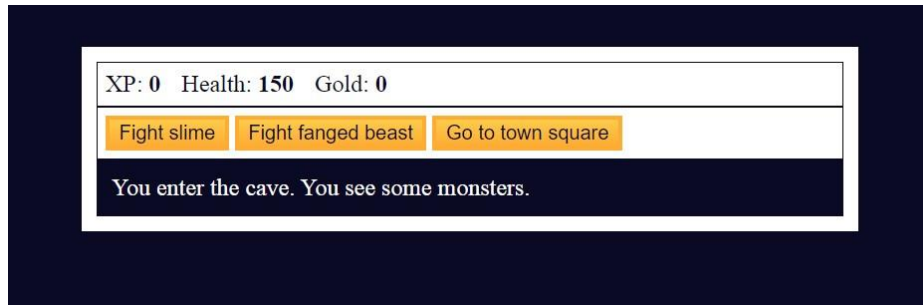
Player dodges an attack.



Player attacks the monster.



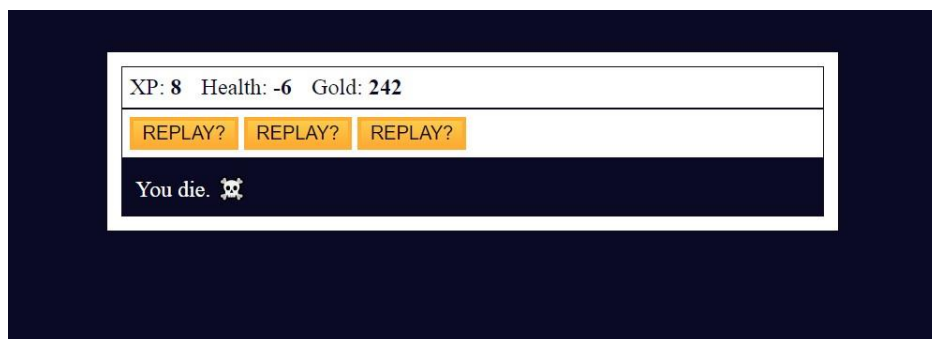
The fighting interface of the game.



The player enters the cave and chooses what monster to fight.



The player enters the store to make a purchase.



Player has been defeated by monster and must restart the game.



