

Start document for Night's Hollow



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JavaScript Final Assignment

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Introduction

This document will describe the purpose, background, and the game style in which it is going to be developed. This document will also describe the different programming languages that is going to be used, the program it is going to be coded in, and the JavaScript library in which is going to be associated with the making of game Night's Hollow.

Purpose

The purpose of this JavaScript game 'Night's Hollow' is to avoid being attacked through the means of controlling the main character, in which the character will have 3 lives and the purpose is to dodge the enemies to stay alive.

Game Style

The game Night's Hollow is a platform genre. A platformer, sometimes known as a platform game, is a two-dimensional(2D) video game in which a player controls a character who jumps across various platforms on the screen to last as long as possible to get the highest score.

Programming Languages

The programming languages in which this game intends to use will be described in this chapter.

JavaScript

JavaScript is a dynamic programming language. It is a lightweight component of web pages whose implementations enable client-side script to interact with users and create dynamic sites. It has object-oriented programming capabilities that can be interpreted.

HTML

HTML, or Hyper Text Markup Language, is the basic markup language for documents that are intended to be viewed in a web browser. Technologies such as Cascading Style Sheets and scripting languages like JavaScript can help.

CSS

Cascading Style Sheets (CSS) is a term for defining the appearance of a document written in a markup language like HTML. Along with HTML and JavaScript, CSS is a key component of the World Wide Web.

Programming IDE

This chapter will describe which programming IDE (Integrated Development Environment) will be used to make Night's Hollow.

PHP Storm



Php Storm is a PHP, HTML, and JavaScript code editor that includes on-the-fly coding analysis, error prevention, and automatic refactoring. Additionally, there are many programming IDEs to choose from, whilst already having experience with using this programming environment, it is the most logical decision.

Extra Programs

Some extra programs that will be used in association with the animation of sprites and the making of the map through tile sets.

Texture Packer GUI



Texture packer is an open-source tool that allows you to pack multiple images into one atlas, in hindsight it uses a images/sprite sheets to turn them into an animation via JSON format.

Tiled



Tiled is a 2D level editor that aids in the creation of game content. Its main feature is the ability to modify multiple types of tile maps, but it also includes free picture placement and strong ways to annotate your level with game-specific information. Tiled focuses on overall flexibility while also attempting to be intuitive.

JavaScript Library

A JavaScript library is a collection of pre-written JavaScript that makes developing JavaScript-based applications, especially for AJAX and other web-centric technologies, much easier.

Phaser.js



Phaser is a 2D game engine that can be used to create HTML5 games for both desktop and mobile devices. Photon Storm created it as free software. Internally, Phaser uses both a Canvas and a WebGL renderer, and can switch between them depending on browser support.

The features of this library include:

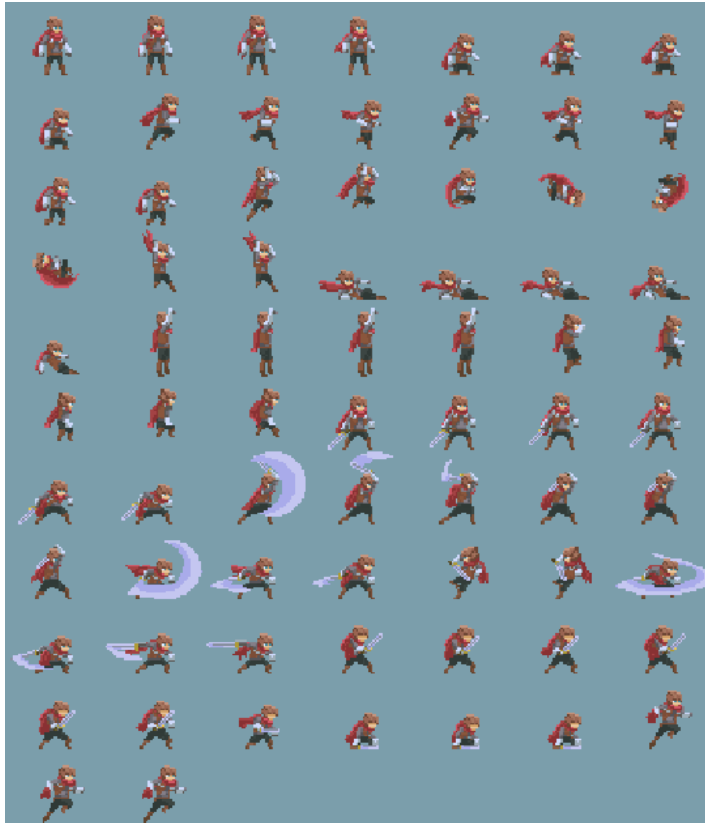
- WebGL & Canvas
- Preloader
- Physics
- Sprites
- Groups
- Animations
- Particles
- Camera
- Input
- Sound
- Tile maps
- Device scaling (if needed)
- Plugin system

Assets

An asset is elements that are used for game creation, it can be scripts, sounds, particles, obstacles, and character models, it is everything needed for creating a game.

Main Character

Jack Lantern, which is the main character, below shows the sprites that will be used for Night's Hollow. Not all animations will be used in the game.



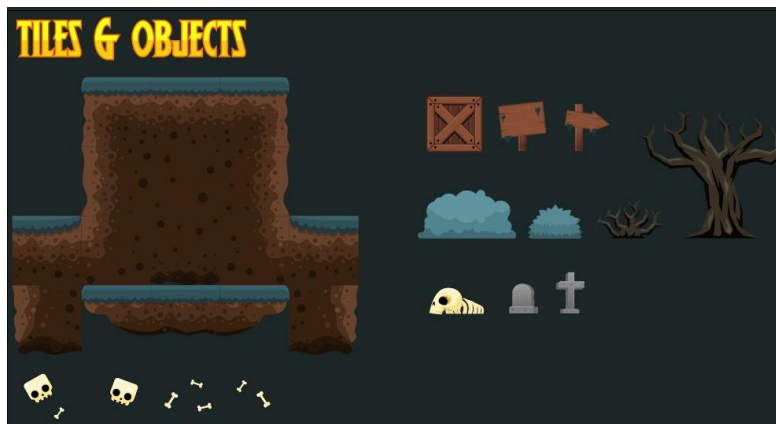
Enemies

The enemy used in this game will be a PNG image.



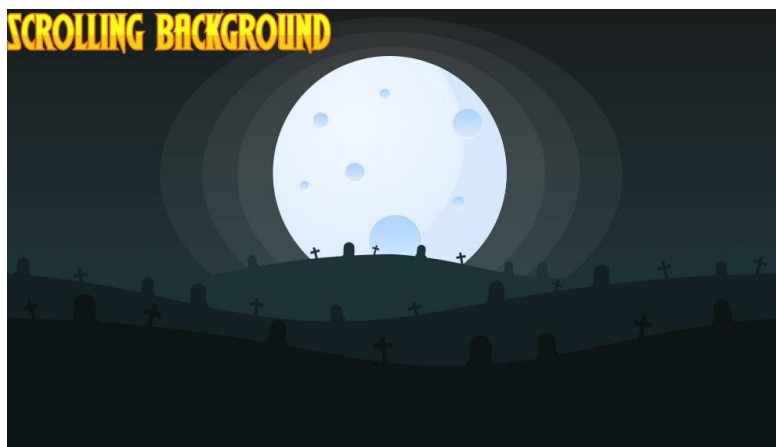
Tiles & Objects

The tiles and objects represented in the image below will be used to design the levels for Night's Hollow.



Background

The theme for the background will be used by the image below.



References

Below are all the references to the sources that will be used to make the game.

1. *Graveyard Tile Set*. (n.d.). [Assets for backgrounds and obstacles].
<https://www.gameart2d.com/free-graveyard-platformer-tileset.html>
2. *Born Soldier Audio*. (n.d.). [Menu screen audio].
<https://soundcloud.com/schematist/born-soldier?in=schematist/sets/jrpg-rpg-battle-themes>
3. *Classic/Retro RPG Boss Theme*. (n.d.). [Game audio for playing the game].
<https://soundcloud.com/schematist/vicious-identity-classicretro-rpg-boss-theme?in=schematist/sets/jrpg-rpg-battle-themes>
4. *Animated Pixel Adventurer*. (n.d.). [Adventurer sprite animation].
<https://rvros.itch.io/animated-pixel-hero>
5. *Enemy Image*. (n.d.). [PNG]. <https://www.pngwing.com/en/free-png-nqbuh/download?width=36>