

# Steve Fighter

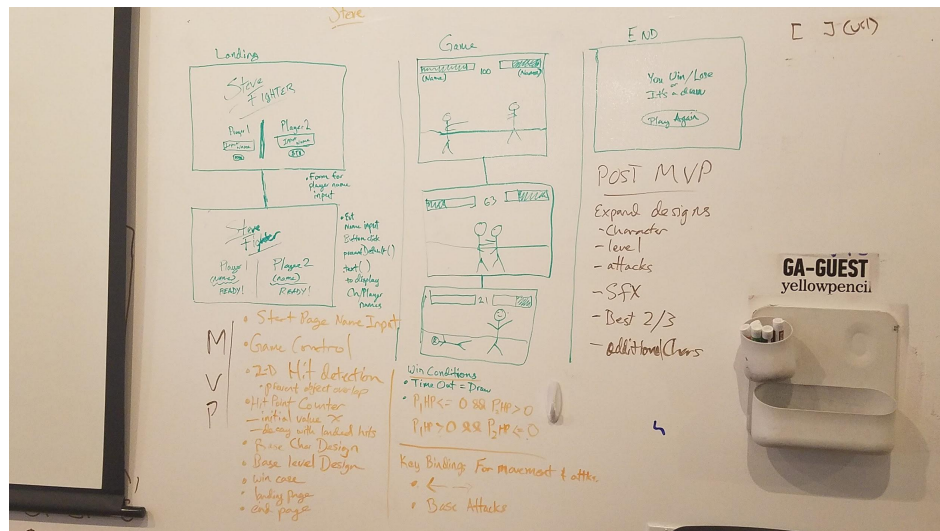
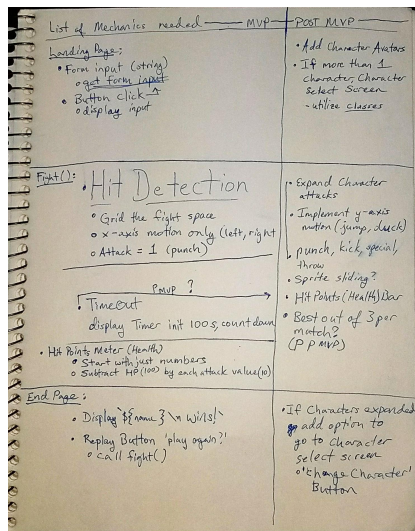
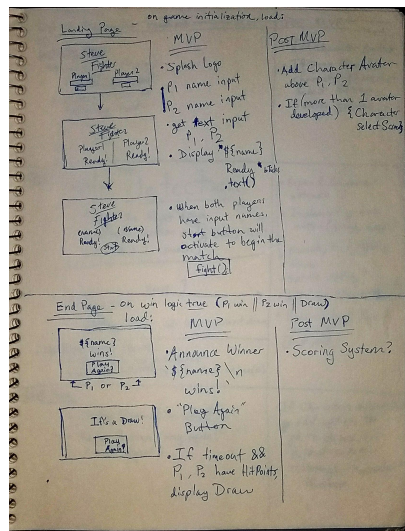
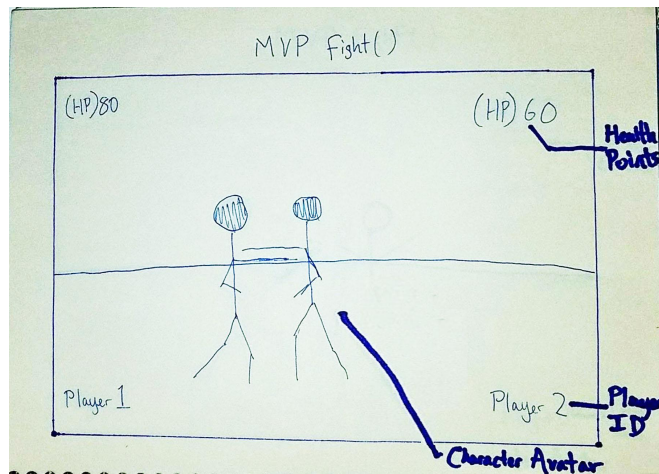
## WDI Unit 1 Project

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Steven Huang

# Wireframes

From the drawing board...

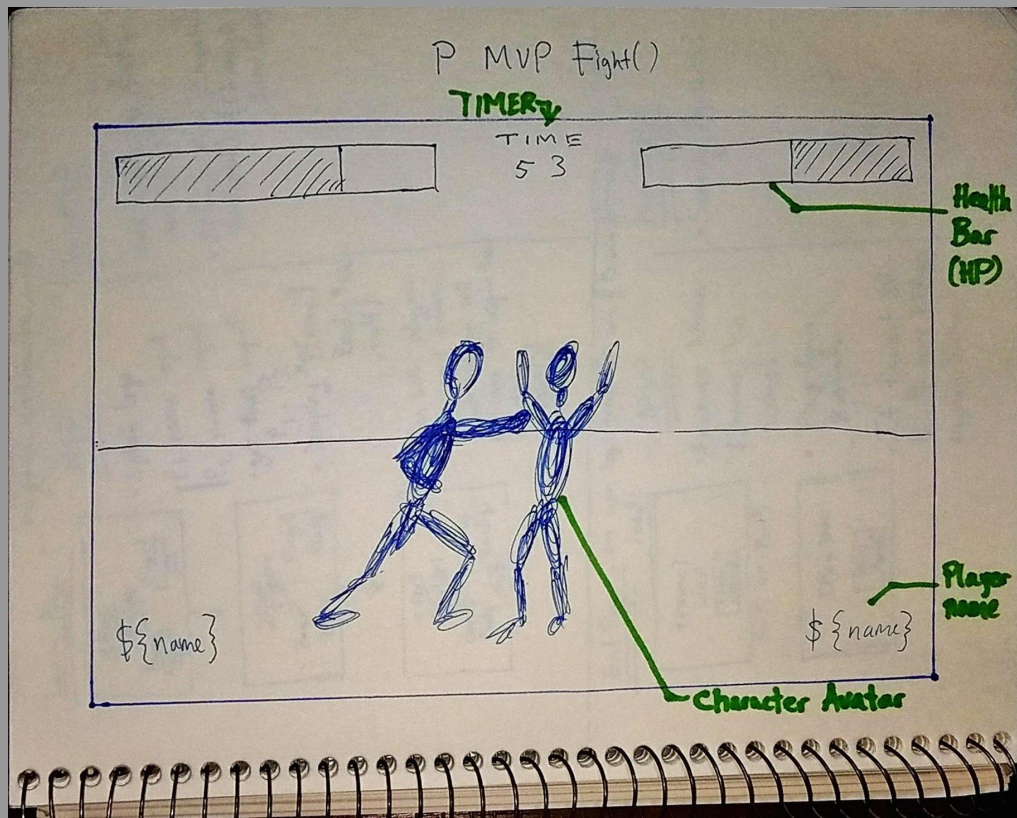


# ..to reality

## Landing Page Features:

- Player Name Input
- Name Reset
- Start Button





## Implemented Features:

- 2-D hit detection without HTML Canvas
- Two player keyboard control
- Player attacks
- Dynamic Health Bar and Damage system
- Countdown Timer





## Constraints and Limitations

- 2-D collision detection without HTML Canvas
- JavaScript keyboard binding for two players
- Easter Weekend

# Breakthrough

## getBoundingClientRect()

This method provides coordinate information for a given object on the web page.

```
// //////////////////////////////////////  
// Hit collision from scratch  
// https://developer.mozilla.org/en-US/docs/Games/Techniques/2D_collision_detection  
function hitDetect() {  
  let player1BCR = player1[0].getBoundingClientRect();  
  let player2BCR = player2[0].getBoundingClientRect();  
  // Hit Detection Formula from MDN  
  if (player1BCR.x < player2BCR.x + player2BCR.width &&  
      player1BCR.x + player1BCR.width > player2BCR.x &&  
      player1BCR.y < player2BCR.y + player2BCR.height &&  
      player1BCR.height + player1BCR.y > player2BCR.y) {
```

# The Next Steps

## New Features for Updates:

Expanded Characters  
Character Selection  
Improved Player Controls  
Expanded Attacks  
Improved Blocking System  
Level Selection  
Background Music  
Responsive Sound Effects

■ Post MVP  
■ MVP

