

EmpowerPlay  
Studios

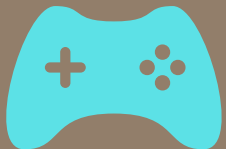
HTML5 Game

# NINJA CAT

TAMARA PLANTE

ALEXIE LAGARDE

IANA SETRAKOVA



Watch 1

main


5 Branches

0 Tags



Go to file

Add file


<> Code

 tamara-plante

Merge pull request #34 from tamara-plante/tamara

d85a04c · 11 hours ago


 153 Commits

css	Clean up code	11 hours ago
images	Clean up code	11 hours ago
js	Clean up code	11 hours ago
.DS_Store	added css to scroll bar	2 days ago
LICENSE	Initial commit	last week
README.md	Initial commit	last week
index.html	Clean up code	11 hours ago

Merge pull request #20 from tamara-plante/alexie

 tamara-plante committed 2 days ago ·  3 / 3

Fix alert bug

 tamara-plante committed 2 days ago

Merge branch 'main' into alexie

 alexielag20 committed 2 days ago

Remove alerts

 tamara-plante committed 2 days ago ·  3 / 3

Merge pull request #19 from tamara-plante/yana-2

 tamara-plante committed 2 days ago ·  3 / 3

Merge branch 'main' into alexie

 alexielag20 committed 2 days ago

added css to scroll bar

 alexielag20 committed 2 days ago

Merge branch 'main' into yana-2

 iassy committed 2 days ago

high score (with alert for now)

 iassy committed 2 days ago

Merge pull request #18 from tamara-plante/alexie

 tamara-plante committed 2 days ago ·  3 / 3

# NINJA CAT

Designed by



EmpowerPlay Studios Inc.

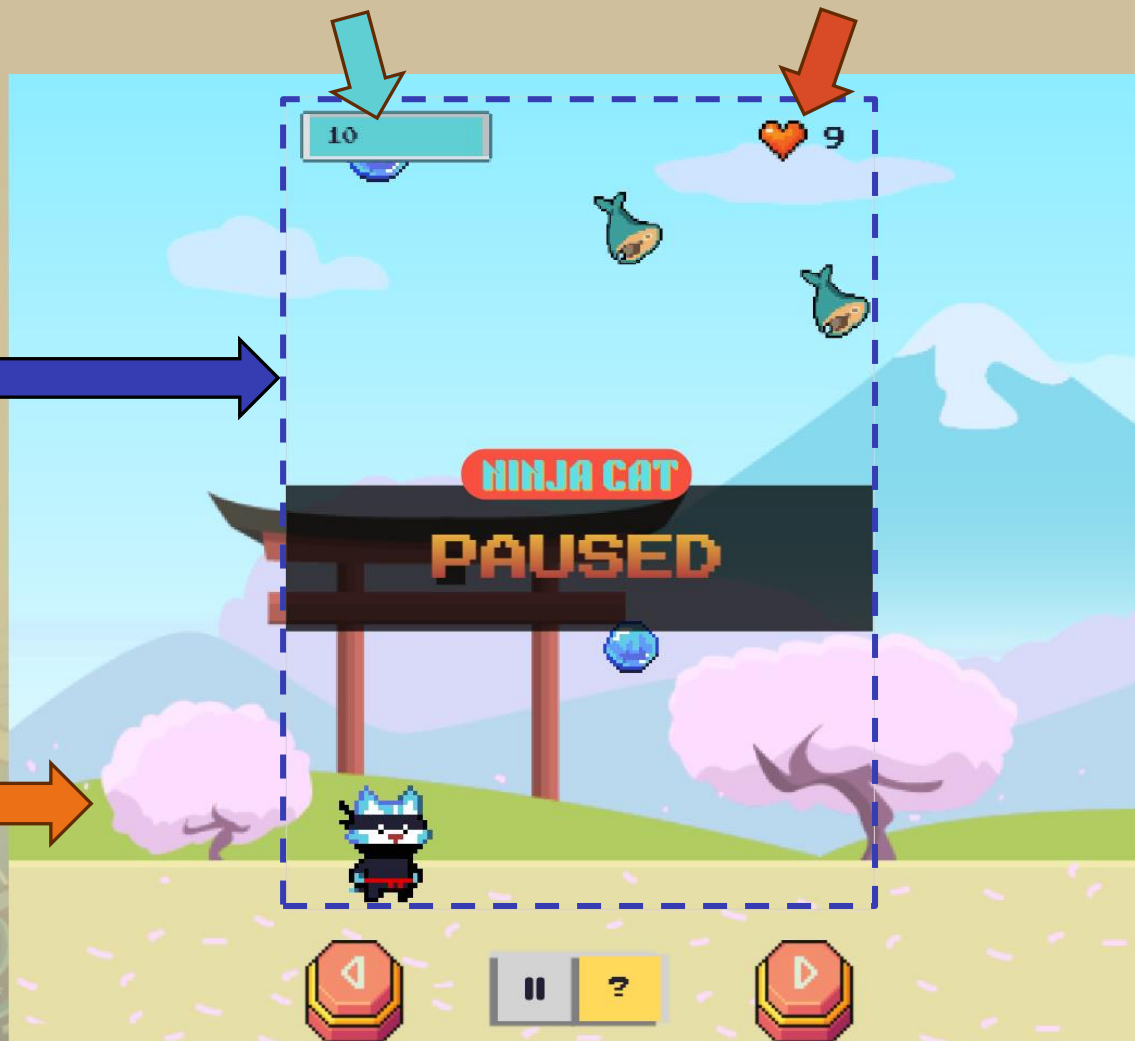
# Canvases

Score canvas

Lives canvas

Game canvas

Background canvas



NINJA CAT

# Code Structure

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## Game Initialization

Shows intro, sets up buttons, loads canvases, and sets up listeners for keyboard and touchscreen inputs.

## Main Game Loop

Updates game state, checks collisions, and redraws game elements

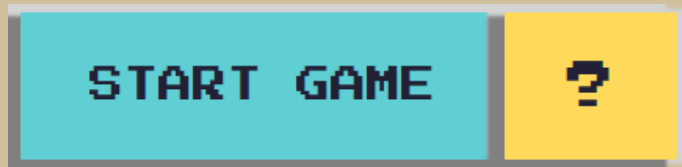
## Game Over

Stops the game loop, updates high score, displays game over message

**NINJA CAT**

# Controls

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START GAME – initiates game

? - game instructions



Right/Left - keyboard buttons

Pause - keyboard "P" or game button "||"

**NINJA CAT**

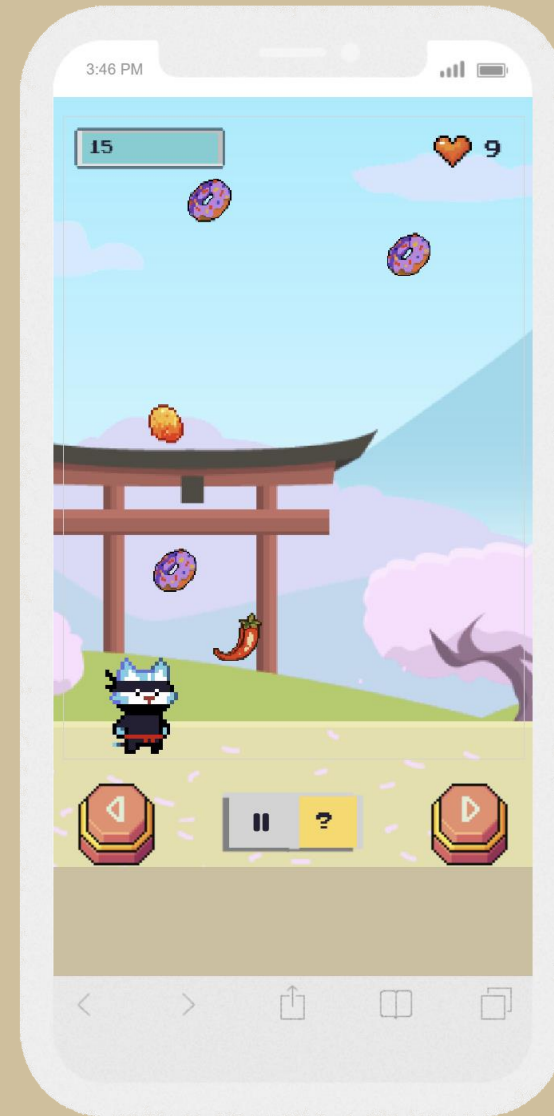
# Touch screen support

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Right/Left - player right/left buttons

Pause - keyboard "P" or game button "||"



**NINJA CAT**

# Ninja cat

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Ninja Cat catches chicken nuggets and other good items while avoiding water drops



Good items



Bad items



**NINJA CAT**



# Animations

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**NINJA CAT**

# Chicken nuggets

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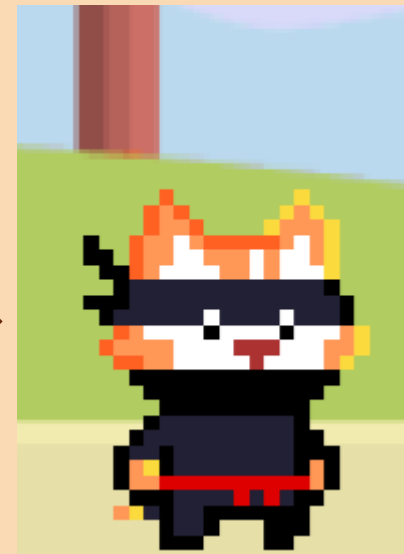
Catching the chicken nuggets:



adds 50 points



gives a speed UP power.



**NINJA CAT**

# Donuts

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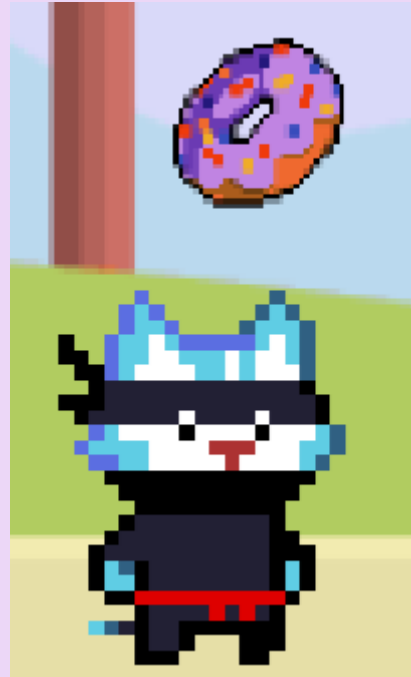
Catching the donuts:



score 20 points



each one slows you down



**NINJA CAT**

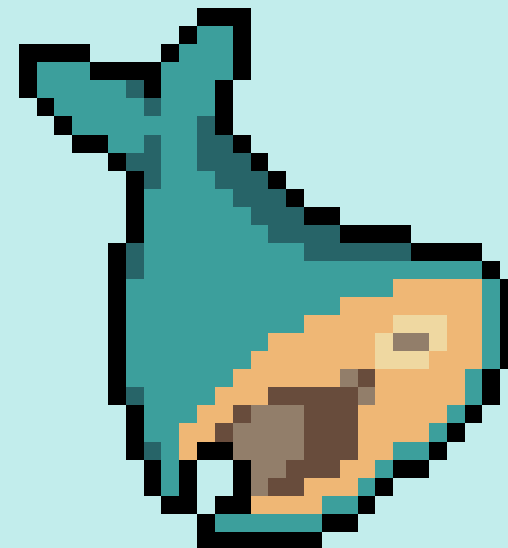
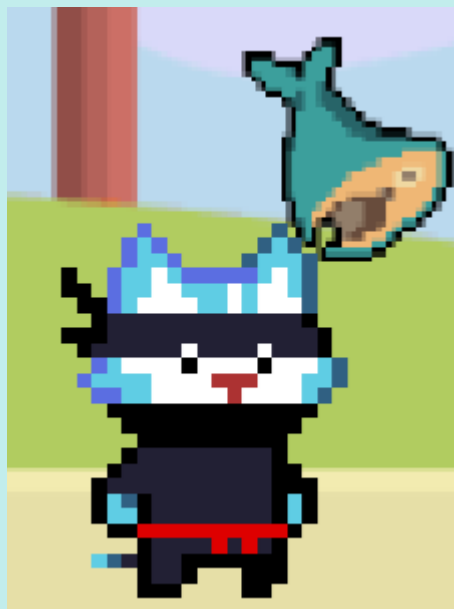
# Fish

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Catching the fish:



score 10 points



**NINJA CAT**

# Pepper

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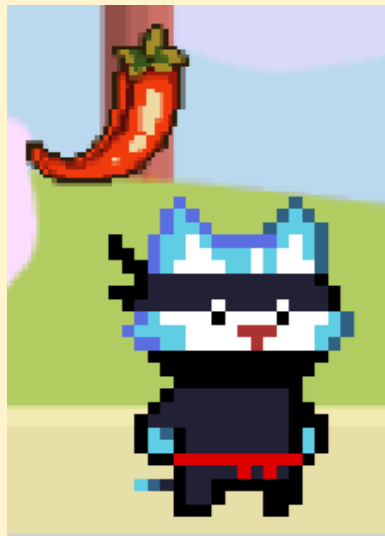
Catching the pepper:



lose 75 points.



instantly freeze you



**NINJA CAT**

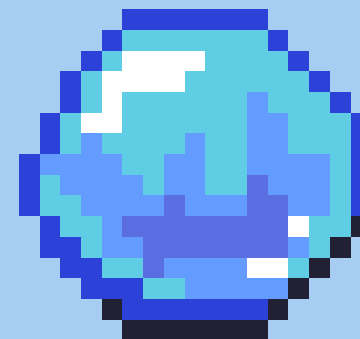
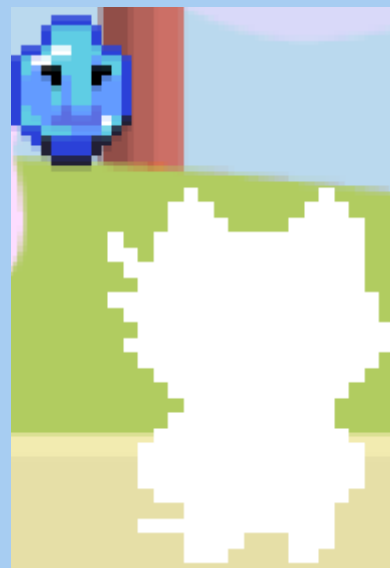
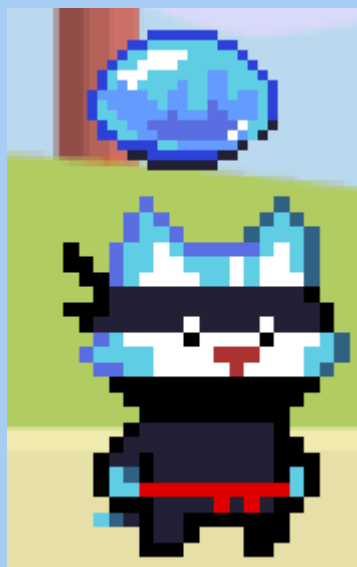
# Water drop

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Avoid the water drops:



cost a life



**NINJA CAT**

# High score

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High scores are stored using **localStorage**

```
localStorage.setItem('highScore', highScore)
```



**NINJA CAT**