# Department of Computing

# CS344: Web Engineering

# Lab 4: AeroFighter v2

# Date: 06 October 2015

# Time: 10:00 AM - 01:00 PM & 02:00 PM – 05:00

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# Lab 4: AeroFighter v2

## Introduction

In this lab, students will update their AeroFighter application to create a 2D flight simulator with obstacles and enemies. This version will have some stationary obstacles and some moving enemies which the user will have to avoid. The user can avoid both by moving up and down. The simulator will use only HTML5, CSS3 and JavaScript. Each student must, individually build the complete web application on their own. Students must upload their solutions on [GitHub](http://www.github.com) and LMS to qualify for evaluation.

## Objectives

1. Update AeroFighter application from previous lab.
2. Add obstacles and enemies in the simulation.
3. The plane can move up and down, through user input, to avoid the obstacles and enemies.
4. Use a Version Control System (VCS) to manage solutions.
5. **BONUS**: Keep scores and have the enemies or the obstacles shoot at the user, which the user will have to avoid.

## Tools/Software Requirement

1. Students should implement their solutions using HTML5, CSS3, and vanilla JavaScript.
2. Besides LMS, Students must also use GitHub and upload their complete solutions and a description document on it.

## Pitfalls

* Any exceptions or errors leading to non-execution of submitted code.
* Failure to upload the solution to GitHub or not sharing the public repo link on LMS.
* Using any framework or programming language not mentioned above.
* Failure to explain the submission, during viva.

## Deliverables

Students must upload the following, on GitHub and LMS:

1. Description document(Including a link to GitHub)
2. All source code