

Game Development Using HTML5

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Game Description:

Level 1:

Space Ship (Object Type 1):

- Moves in the X-axis Direction with a mouse movement (assume $x=0 \rightarrow 100$), ($y=0$).
- If collision occurred with an enemy start a counter
- If counter $>5 \rightarrow$ Game Over
- Generate Bolts with a mouse click.



Enemy(Object Type 2):

- Generated randomly in -assume- $y=100$ and a random x
- Moves in descending y direction with a know speed and a constant initial x
- If collision occurred with a shot or the player \rightarrow Disappear

Shot(Object Type 3):

- Generated with a mouse click
- Moves in an ascending y direction with a constant initial x (the same x value of obi 1 when the mouse clicked)
- If collision occurred with the enemy \rightarrow Disappear

Level 2:

The same as level 1, but with Faster speed of the game and with second Enemy.



Level 3:

The same as level 1, but with Faster speed of the game and with Third Enemy.



Used Technology:

PIXI and HTML5

Screen Shots:



