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| BrickMario Game report |
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| GAME REQUIREMENTS  * The name of the game is BrickMario * It is a 2d game * Played in 3rd person * It is a platformer/adventure game * It is made through javascript and html and styled with css * It is played online on users browser     Description of game theme:  BrickMario is a classic 2d platformer game at which the goal is to get from one side of the area to the other. The game is single player and played in the 3rd person viewpoint. There are a few obstacles such as lava that are there to make the game a bit more challenging and exciting. The game ends when you either die in the lava or when you complete it. |
| GAME CHECKLIST   * Make and load map * Draw map * Style game * Make player * Move player * Update player status |
| **MAP**  I drew the map on the index page using numbers as ids to identify different materials that are in the game. Each id is given a specific function, for example whenever the player touches the lava id it will return ‘’you died’’ and restart the game.  The inspiration for the design of the level and/or stage came from different sources such as educative.io, freecodecamp and eloquent javascript.net.  The map is styled using different colors and an image was used as the background for this game. The image was found on google and is supposed to resemble the classic super mario design.  **PLAYER**  I made the player to be a circle that always starts out with the same color but changes when it touches certain ids. I then gave the player the ability to move when certain keys are pressed by manipulating the velocity and the gravity of the player. In the game there is some part that is supposed to resemble the water and so the gravity within this id is not as strong.  The player’s movement is then limited so that certain ids can now act as actual materials such a wall, lava or water. |

Why change the game?

The game I had previously thought of was as simple as tic tac toe and so as to try and ensure that I can score as much points as I can I decided to make this instead. It has a lot of references and one can get help easily if facing difficulties.

References

* <https://www.educative.io/edpresso/how-to-make-a-simple-platformer-using-javascript>
* <https://www.mvcode.com/lessons/javascript-platformer>
* <https://developer.mozilla.org/en-US/docs/Games/Tutorials>
* <https://www.freecodecamp.org/news/platformer-game-turorial-javascript/>
* <https://www.youtube.com/watch?v=8uIt9a2XBrw>