

# Progress Report (HTML5 and JavaScript Games Programming)

## Week11

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### Achievements

c9.io setup for sharing and executing an IDE with multiple team members. The sprites are all done and Tiled map setup and working in c9 allows for easy pushing to Github and Neocities.

### What have been learnt so far?

How to use Piskel, Tiled, c9, XAMPP and integrating the Phaser framework.

### What are the difficulties encountered (and how did you solve them)?

First was a bug with the actual Tiled program with how tilesets required to be embedded before being exported. As a new update was only a couple months ago, the only hint of this problem were a couple threads. An email was sent out and after looking at the console log, the explanation was how the tilesets were to be embedded beforehand.

I had trouble figuring out how to make the bubbles bounce inside the container and after emailing and being explained that my current Tiled setup, the bubbles were colliding with all the tiles. To make it seem like they were bouncing inside a container I had to make an outline of tiles to collide with and the rest of the tiles were converted to a background image.

The other difficulty was how slowly my team member was working on the first mechanic. I gave him multiple weeks to complete the task and the project kept on being pushed back and back; a deadline was set before an email would be sent out to explain the situation and now he's working more.

### Next Tasks

Two main mechanics are to be done before the game is finished. The first mechanic - my team-member is working on right now - is the bubble popping mechanic, and that should be

finished fairly quickly. The second mechanic will take some figuring out to do: it is mainly figuring out how to make sprites attack each other.

After those are done, little things that can be quickly integrated will be added - timer, lives, explosions, the player being drenched for a period of time, the health bar of mothership and a gauge for the special weapon.