CORONA PROJECT (AN JIE YANG - 4th ESO STUDENT)

This is the game that I made using JavaScript (P5js).
I decided to use this programming language as it allows a high level of freedom, also you can easily find examples and libraries to customize the programs.
P5js allows you to publish your game on a website and easily reach users.

I wanted to make a game that combined skill and reasoning.

In a pandemic situation, the objective of the game is to obtain the minimum number possible of infected people.

The first two parts of the game are scrolling-style platform maps.
In the first part, the player must collect masks and jump over the infected citizens to avoid contagion. Your mission is to collect as many masks as possible.
Be careful! The number of infected people grows as they infect each other.

In the second part, you have to distribute the masks to the members of the population who don't have them to reduce the number of infections.
Remember to maintain social distance by jumping over infected citizens.

The third part is a game of decisions. Depending on the choices you make, you will be able to end the Covid-19 pandemic, or maybe not?

How has it been made?

This game has been completely programmed in text. The images have been generated using Photoshop.
On the other hand, the code consists of two variables, scene and game.
Depending on the value of these variables, a section of the game is activated.
Each section has a function with all the commands.
There are sub-functions such as the representation of the main character, the secondary characters, the text that appears on the screen and the questions.

How to play?

To play you need a computer (Windows or Apple) with a **Safari** or **Firefox** browser. Access on http://digital.eiris.edu.es

To move the character use the keys:

A - Move left
D - Move right
W - Jump