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JTRANSPORT

The goal for jTransport was to deliver a space-themed game to the user using technologies that most browsers support. Instead of relying on Flash's gaming capabilities, jTransport is built on JavaScript with some techniques powered by jQuery.

The Goal:

The main goal for jTransport is for you to navigate through space without being struck by an asteroid or planet. As the game progresses, more and more asteroids will travel through this field. With each successful completion, the player is awarded a few points which will eventually count up and be placed on a score board.

Current Status:

jTransport is considered, by me, as a pre-beta application. There are currently only two levels in which the player can play, the second level having the same planets and asteroids. The purpose for jTransport is to build a javascript gaming-framework that can be used for many purposes. This framework can be plugged into a site in which the developer can call certain classes, objects or functions to execute certain tasks.

For example:

pauseGame() and *startGame()* will pause the game and its assets and resume the game and its assets respectively. These two functions can be called anywhere within the application and at any time.

nextLevel(), this function will move the game to the next level (if applicable), and also requires certain parameters to be passed to continue the game. *nextLevel()* also called the *pauseGame()* function if needed.

Usability Testing:

A few studies were conducted to test certain functionalities of the project, from both an end-user perspective as well as a developer perspective.

end-user: The instructions above the main display window, at first, were just text. This extended the time from when the user hits the site to when he or she can actually start playing. Graphics were implemented into the instructions to help cope with this and was found to increase the enjoyment. The reading time decreased as well as the time from when the user hit the site to where he or she started playing the game.

developer: Seasoned developers, especially JavaScript experts, (I tested 2), had no trouble getting into the framework and start making somewhat playable games. But without any documentations, new-comers had difficulty finding out what methods to call to do a certain action. After a detailed discussion, they started to figure out how to do certain method calls.

The feedback from the two sessions became invaluable and helped me develop the game into a comfortable pre-beta status. All that needs to be completed now, in terms of the game, is finalizing the hit-detection method and create new levels with more asteroids.

Production Log and Schedules

Because of the nature of the project, the schedule was kept open with only a deadline. New features had to be rejected and some that were set in stone had to be removed because of the time constraint. A lot of attention was aimed towards building a usable framework for future projects, as well as it being opened up to developers and other programmers who want to use it for their project.

Graphics were taken from multiple sources and not created in-house, this created more time to work on the mechanics rather than having to worry about how the spaceship should look like.

The goal for the framework was reached in time but did not allow me to finish Level 2 for the demo as well as leaving the Hit Detection script unfinished.