BUILD PROJECTS · BEGINNER · 20 MIN READ

Project: make a simple browser game

Design a one-screen game on a card, build it with one clear prompt, playtest and tune it, then share a link with your friends.

Pass the check (4 of 5) online to earn the “Game Maker” badge:
https://digitalbuilders757.com/university/study/project-make-a-browser-game

What you'll build

A small game that runs in any browser, like 'catch the falling stars', a quick quiz race or a reaction-time test. Games are a great first build: you see every change straight away, and they teach the same ideas as 'serious' apps: state (the score), a loop (the game updating many times a second), input (keys or taps) and testing with real people.

Step 1: Design it on a card

- Goal: what is the player trying to do?
- Controls: arrow keys, mouse, or tap (make it work on phones too).
- Win or lose: for example, miss three stars and it's game over.
- Score: what earns points, and is the best score remembered?
- One screen, one main idea. Extra levels come later.

Step 2: Build it with one clear prompt

Prompt your app builder or coding agent: 'Build a one-screen browser game using an HTML canvas and JavaScript. Stars fall from the top; the player moves a basket with the arrow keys or by dragging on a phone. Catching a star scores a point; missing three ends the game. Show the score and the best score (saved in the browser), a start screen, a pause button and a Play again button. Keep all the numbers for speed and spawn rate at the top of the code so I can tune them.'

Step 3: Playtest, tune, then share

Watch a friend play without helping. Too hard or too easy? Change one number at a time (fall speed, how often stars appear) and test again. Add a pause, avoid fast flashing, and don't rely on colour alone, so more people can play. Use art and sound you made or that's licensed for your use, and credit the creators. Deploy it to get a link and share it. For bigger games, frameworks like Phaser handle sprites, sound and physics for you.

Key terms

Game loop
The code that updates and redraws a game many times a second: move things, check hits, draw.

Sprite
A small image or character that moves around in a game, like the player or a falling star.

State
Data a component or app remembers and updates, like what's in a cart.

JavaScript
The programming language that makes web pages interactive.

Deploy
Publish a version of your app to a host.

Licence (software license)
The rules for what others may do with code, images or fonts: use, change, share or sell.

Accessibility (a11y)
Making apps usable by everyone, including people using screen readers or keyboards.

Try it: Ship a game this afternoon

1. Fill in the five design questions for your own game idea.
2. Build it with the Step 2 prompt, changed to match your idea.
3. Watch two people play and tune one number after each playtest.
4. Deploy it, share the link, and mark the Mini browser game Build Challenge as built.

KNOWLEDGE CHECK

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5 questions. Circle one answer for each; 4 or more correct passes. Answers are at the back.

1. What is a game loop?

A. A bug that makes the game freeze and restart the same level over and over
B. The code that updates and redraws the game many times a second
C. A level that repeats
D. A type of controller

2. In 'catch the falling stars', what is the score?

A. The star sprite that the player tries to catch
B. The game loop, which counts every frame that is drawn
C. Part of the game's state
D. An API call that saves points to a server

3. Playtesters say the game is too hard. Best next step?

A. Rewrite the whole game
B. Tell them to try harder
C. Add ten new features
D. Change one number (like fall speed), then playtest again

4. You want music for your game. Which is OK to use?

A. Music you made, or music licensed for your use
B. Any popular song, if your game is free and you don't make money
C. Anything you find in a search result, as long as you credit the artist
D. A song ripped from a video

5. Which change makes your game playable by more people?

A. Fast flashing effects
B. A pause button and controls that work on phones and keyboards
C. Showing lives only by colour, red for low and green for full health
D. Removing the instructions

Official sites

MDN: Game development: https://developer.mozilla.org/en-US/docs/Games
Phaser (HTML5 game framework): https://phaser.io

Last reviewed 2026-11-25. AI tools change fast; check each tool's own site for current features, plans and prices.

ANSWER KEY

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1. B: The code that updates and redraws the game many times a second
Each tick of the loop moves things, checks collisions and redraws the screen.

2. C: Part of the game's state
State is what the game remembers: score, lives, positions. The screen shows it.

3. D: Change one number (like fall speed), then playtest again
One change at a time shows you exactly what made it better.

4. A: Music you made, or music licensed for your use
Art and sound have licences too. Use your own or properly licensed assets.

5. B: A pause button and controls that work on phones and keyboards
Pausing, flexible controls and not relying on colour alone help many more players.