



Microverse Fights

A 2020 Javascript Phaser Multiplayer game

Basic Gameplay

- PC based web app
- Players can gain points by collecting stars or killing other enemies/players (1 star = 10 points, 1 enemy = 100 points)
- Players and enemies can shoot lasers on each other, if they collide they both die
- With each star collected or enemy killed your laser scale increases until you die and it resets to the initial scale.
- When you die you are set to a random place in the map in shielded mode until you first move or shoot
- All enemies have a different color/shape than the user.
- The player movement is airplane based (up accelerate, left/right for the angle)



Gameflow

1. User visits the website
2. He receives a form to add a nickname.
3. They are redirected to the TitleScene/MainMenuScene where they can opt to play or watch the battlefield
4. If they select play they join the battle
5. If they select watch they will appear in the sidebar with the score replaced by `watch`

Scenes

Get a form to request a nickname

1. Boot
2. Preloader
3. MaineMenuScene/Title
4. Game
5. Credits

Extra functions

- Your score will automatically be registered when you disconnect
- Left side-bar:
 - Showing current online players count
 - Current online players nickname and scores
- Right side-bar:
 - Showing first 10 highest scores of all time

Graphics

• Player



Explosion:



• Enemy



Shield:



• Lasers










• Buttons



• Coin



Sounds

- Collect Star 
- Explosion 
- Laser 
- Background music 
- Player Joined 
- Button press 
- Button Hover 

Open the Power Point version of the file (.pptx) if you want to listen the audio files



First round of nice-to-have

- When you collide with other player both should be bounced
- When you die you can select revive or watch mode
- Add credits scene with details related to the project



Super improvements

- Spawn 1 kind of enemy from time to time when there is only one player in the game
- Make the map bigger then the viewport and users can navigate through it

Credits

- Includes graphics from JS WARS by Jonas Wagner - <http://29a.ch/>
- Thanks kalface@gmail.com blog: <http://carlosalface.blogspot.pt/>
- Some of the sounds in this project were created by David McKee (ViRiX) soundcloud.com/virix