



Inc.

Micro Shooters

A 2020 Javascript Phaser Multiplayer game

Basic Gameplay

- PC based web app (Future mobile responsive)
- Players can gain points by killing other enemies
- The CarrierShips drop items that players can collect. Possible dropped items:
 - Weapon: upgrades laser level (max lvl 6)
 - Shield: player immune to dmg for 4 seconds
 - Life: player gains an extra life (max 5 lives)
- When the player receives a hit it respawns in the bottom center of the screen in shield mode for 3 seconds
- All enemies have a different color/shape and AI functionalities
- The player movement is in all 4 directions
- The game currently has 7 levels (from which one is a Boss and the last one has an infinite spawn)

Gameflow

1. User visits the website
2. He receives a form to add a nickname.
3. He are redirected to the main menu where receives a greetings message and can click a button turn the sound on/off.
4. He can click another button to join the battlefield
5. User kills enemies and collects points or upgrades in order to advance to higher levels.
6. Current structure:
 - Level 0: 0-1000 points
 - Level 1: > 1000 points
 - Level 2: > 2500 points
 - Level 3: > 5000 points
 - Level 4: > 7000 points
 - Level 5: > 10000 points
 - Level Boss: > 150000 points
 - Level Infinite: unlock after killing the Boss

Controls

- PC: UP, DOWN, LEFT and RIGHT arrow keys for movement and SPACE for shooting.
- MOBILE: Use joystick displayed on the screen for the movement. Shooting is on auto mode.



Scenes









Get a form to request a nickname

1. Boot
2. Preloader
3. Main Menu
4. Game

Graphics

- Player 
- Enemies 
- Lasers (Player/Enemy)  Explosion 
- Buttons  Shield: 
- Droppings  Boss: 

Sounds

- Collect Star 
- Explosion 
- Laser 
- Background music 
- Item dropped 
- Button press 
- Button Hover 
- Enemy hit 

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

Extra functions

- Your score will automatically be registered when you lose all lives
- Left side-bar:
 - Showing player available lives
 - Showing current Game level
 - Showing current Laser level
- Right side-bar:
 - Showing nickname
 - Showing current user score
 - Showing the leaderboard with the first 15 highest scores of all time

Level 0 – Warm Up

Enemies:

- GunShip
- CarrierShip
- ChaserShip



Level 1 – Same enemies with bigger health

Enemies:

- GunShip
- CarrierShip
- ChaserShip



Level 2 – More spawned enemies and bigger health

Enemies:

- GunShip
- CarrierShip
- ChaserShip



Level 3 – Speed boost for the enemies

Enemies:

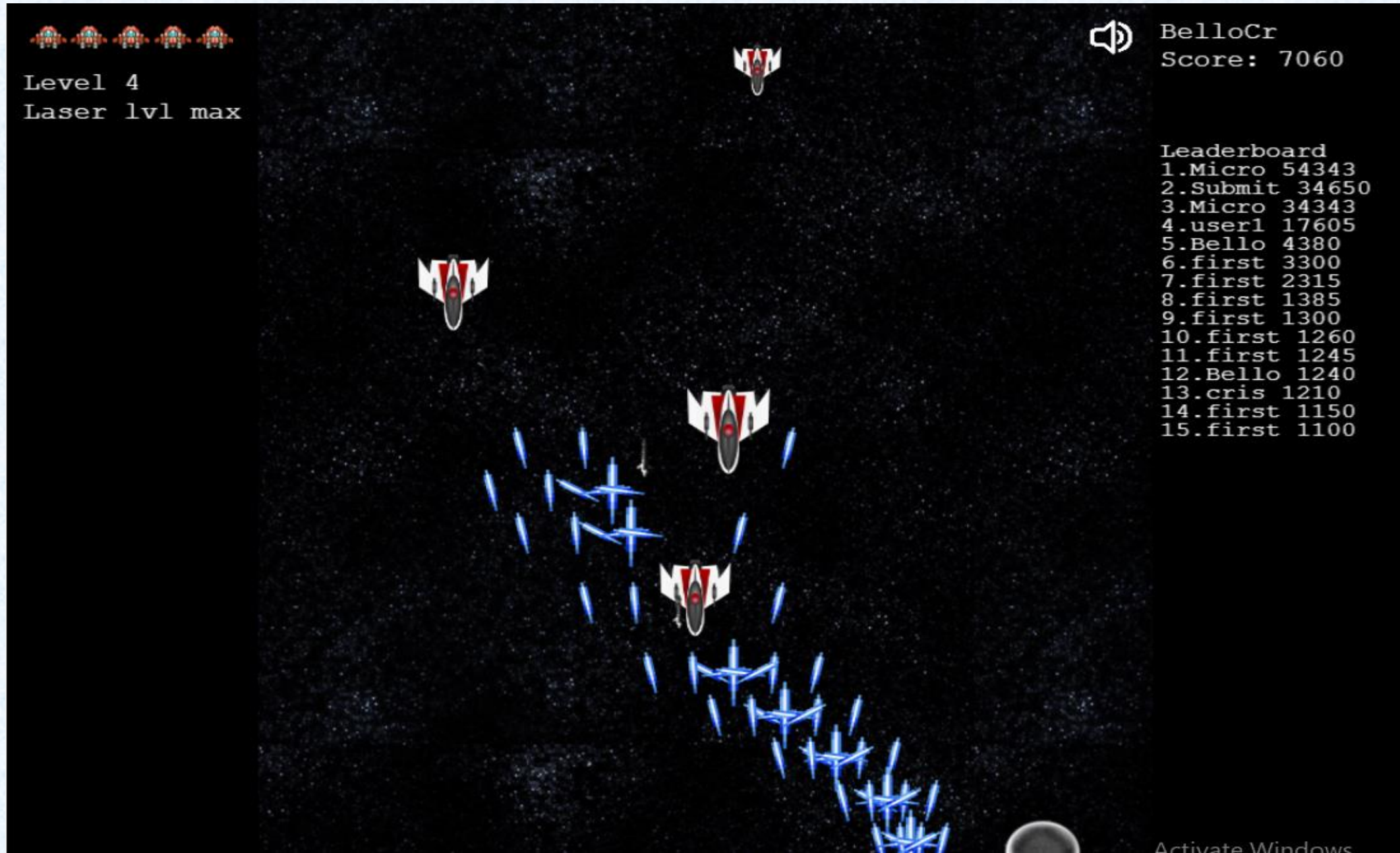
- GunShip
- CarrierShip
- ChaserShip



Level 4 – Falling airplanes (new enemy)

Enemies:

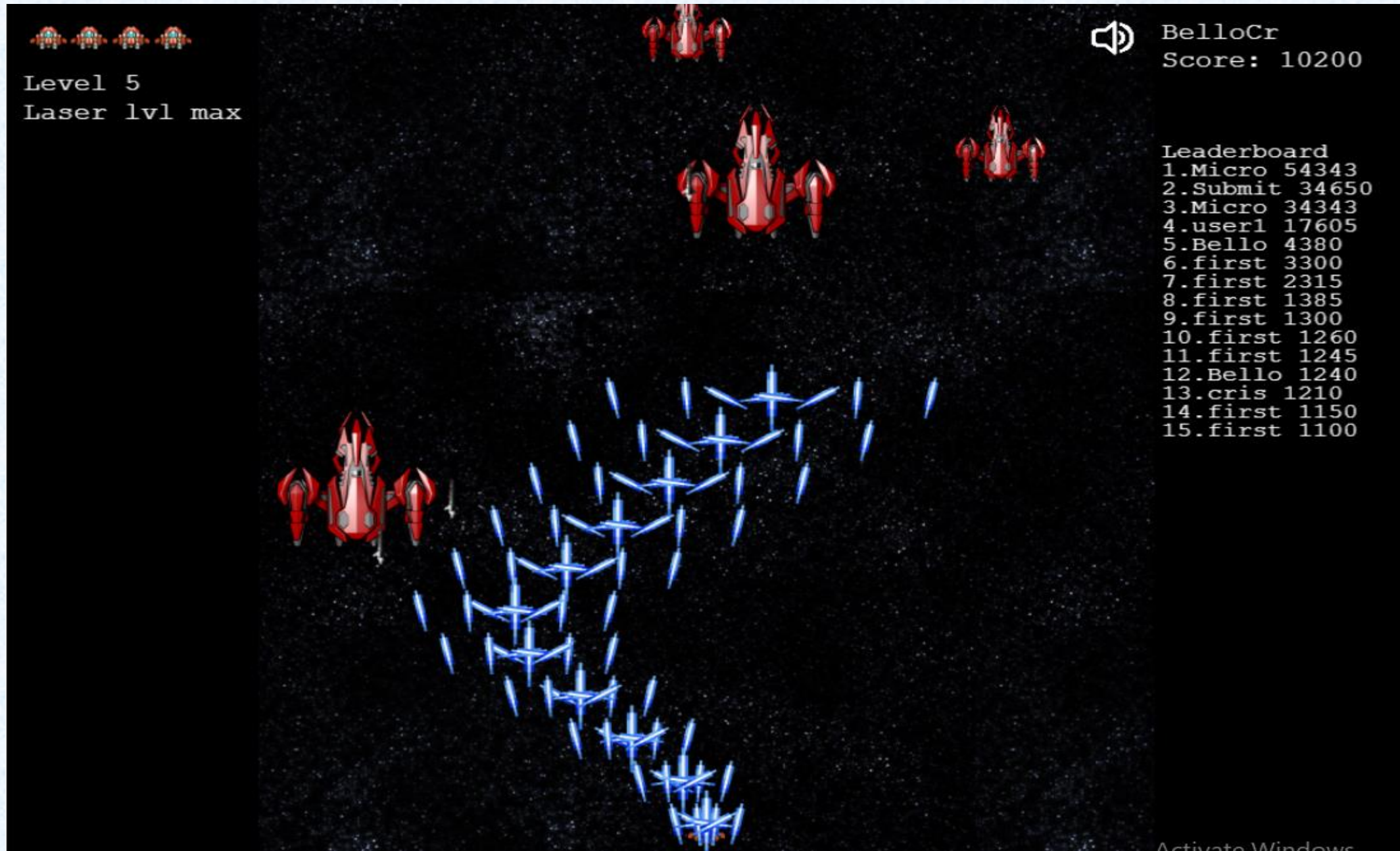
- AirFighter
- GunShip
- CarrierShip
- ChaserShip



Level 5 – AI Ships (new enemy)

Enemies:

- FighterShip
- AirShip
- GunShip
- CarrierShip
- ChaserShip



Level 6 – Boss Level (new enemy)

Enemies:

- Boss
- FighterShip
- AirShip
- GunShip
- CarrierShip
- ChaserShip



Infinity mode – no limit spawns of all enemies

Enemies:

- Boss
- FighterShip
- AirShip
- GunShip
- CarrierShip
- ChaserShip





Future improvements

- Make the game playable on mobile devices
- Create new worlds with different monsters and weapons
- Add grenade functionality



Super improvements

- Make the game multiplayer from the same PC and different PC's (sockets)

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
- Sound On Off Images: Aaron Burke (itmatters.mobi)