



# 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 lifes)
- 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 8 levels (from which one is a Boss and one is 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

# Scenes

Get a form to request a nickname

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











# 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

# 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



# 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](mailto:kalface@gmail.com) blog: <http://carlosalface.blogspot.pt/>
- Some of the sounds in this project were created by David McKee (ViRiX) [soundcloud.com/virix](https://soundcloud.com/virix)
- Sound On Off Images: Aaron Burke ([itmatters.mobi](http://itmatters.mobi))