The tutorial followed was an introduction to Phaser, an open source HTML5 game framework -<http://phaser.io/tutorials/making-your-first-phaser-game/index>

The tutorial was easy to follow and provided code & assets to create a game with it followed the steps of Loading Assets, World Building, Groups, Physics, and Controls.

To solidify understanding of the framework the game built during the tutorial was further enhanced by adding enemies with movement which kill the player slowly, this proved slightly challenging, yet doable in a couple hours.

The tutorial + the individual exercise provided a good start for learning how to work with Phaser.

