



Space Battle

Game with Phaser 3

About this Game

In this game the player is the owner of a spaceship in the middle of a space war. To win the game, the player needs to collect scores by shooting and destroying enemies spaceships. This is a basic RPG game built with Phaser 3, a game development library for HTML games.

Controls

Movements controles:

The player controls the movement of her/his spaceship in the game scene by using the arrow keys on the keyboard.

- Press the Up arrow key to move the spaceship toward the top of the game scene
- Press the Down arrow key to move the spaceship toward the bottom of the game scene
- Press the Left arrow key to move the spaceship toward the left in the game scene
- Press the Right arrow key to move the spaceship toward the right in the game scene

Weapons use:

The player can shoot enemies by pressing the Space Key on the keyboard.

Game Design

I used the open source sprites design from <https://opengameart.org>.

Player spaceship:



Player Shooter Jet Laser:



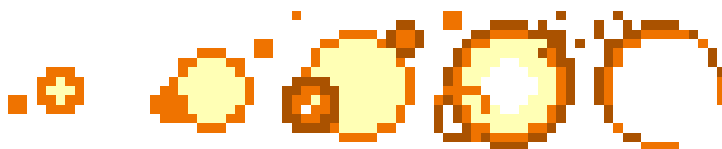
Enemies Spaceship:



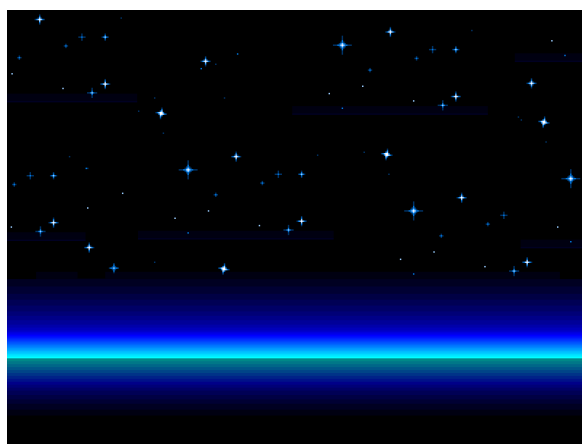
Enemies Shooter Laser:



Explosion



Game Background



User interface:



Game Scenes

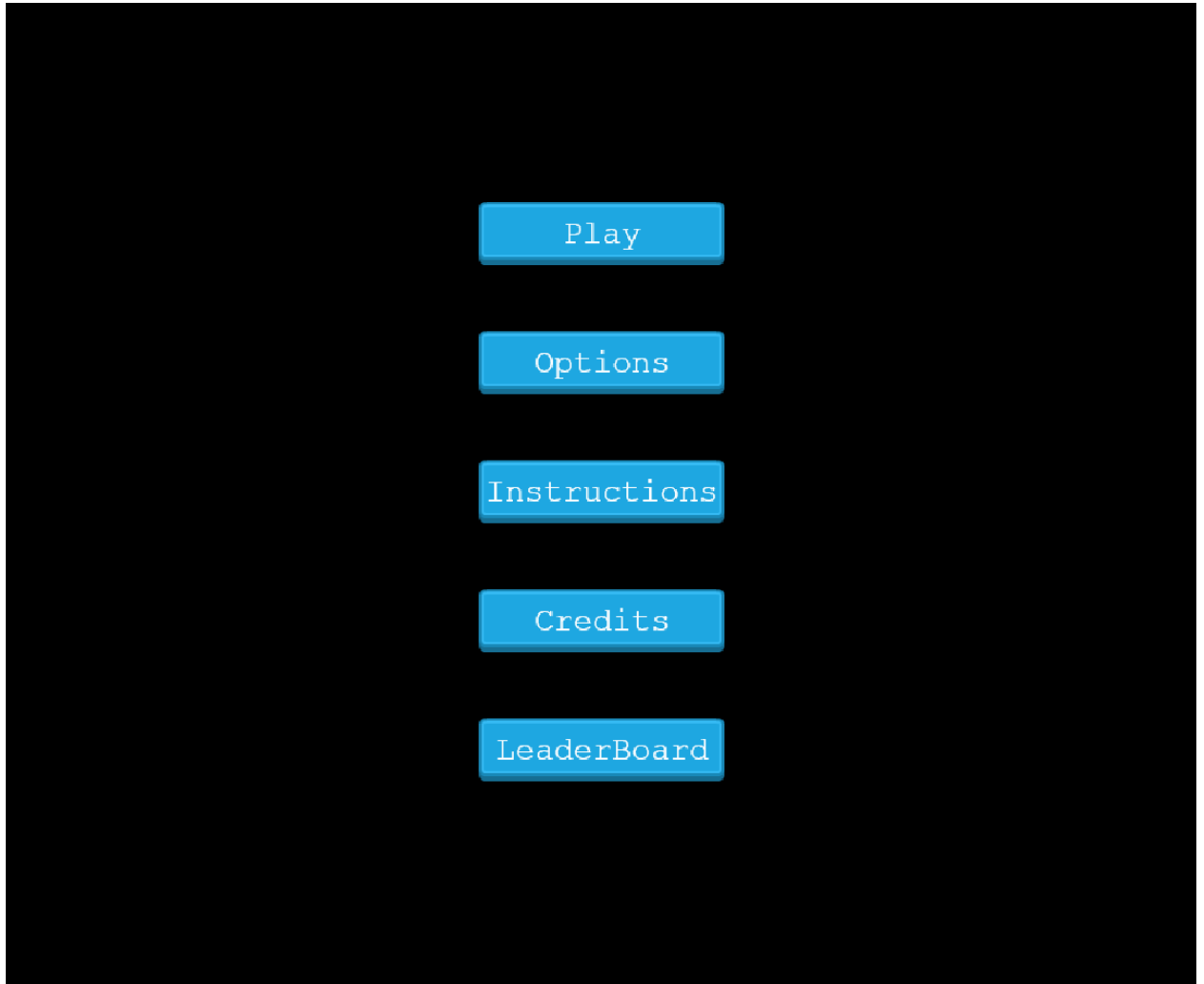
I. Loading Scene:

This scene displays when you launch the game. It allows the player to visualise the progress of the game loading its assets.



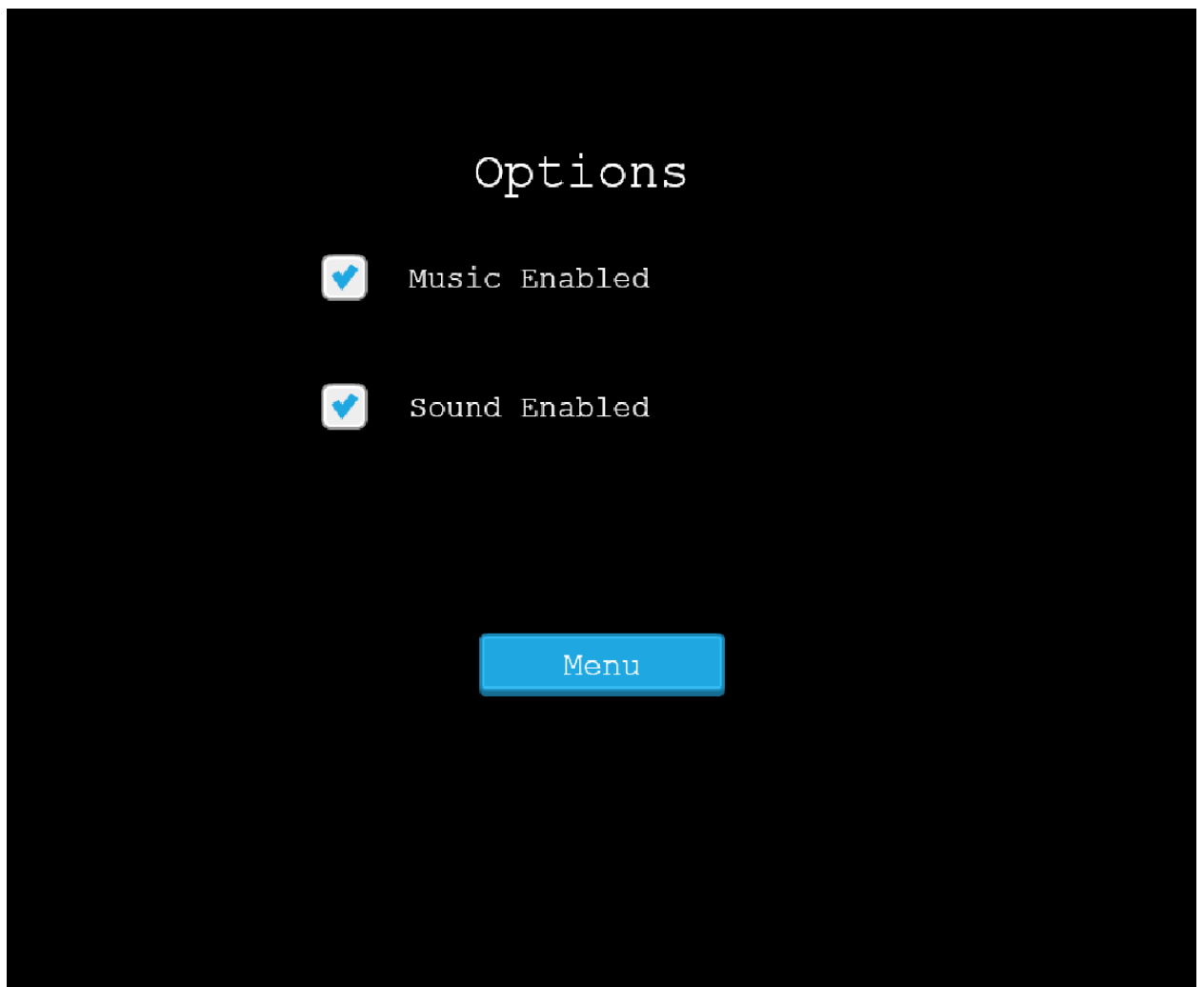
II. Title Scene:

This scene displays a menu of all game options



III. Option Scene:

This scene displays options that allow the player to control the music and the sounds of the game. The player can enable or disable the audio elements globally in the game.



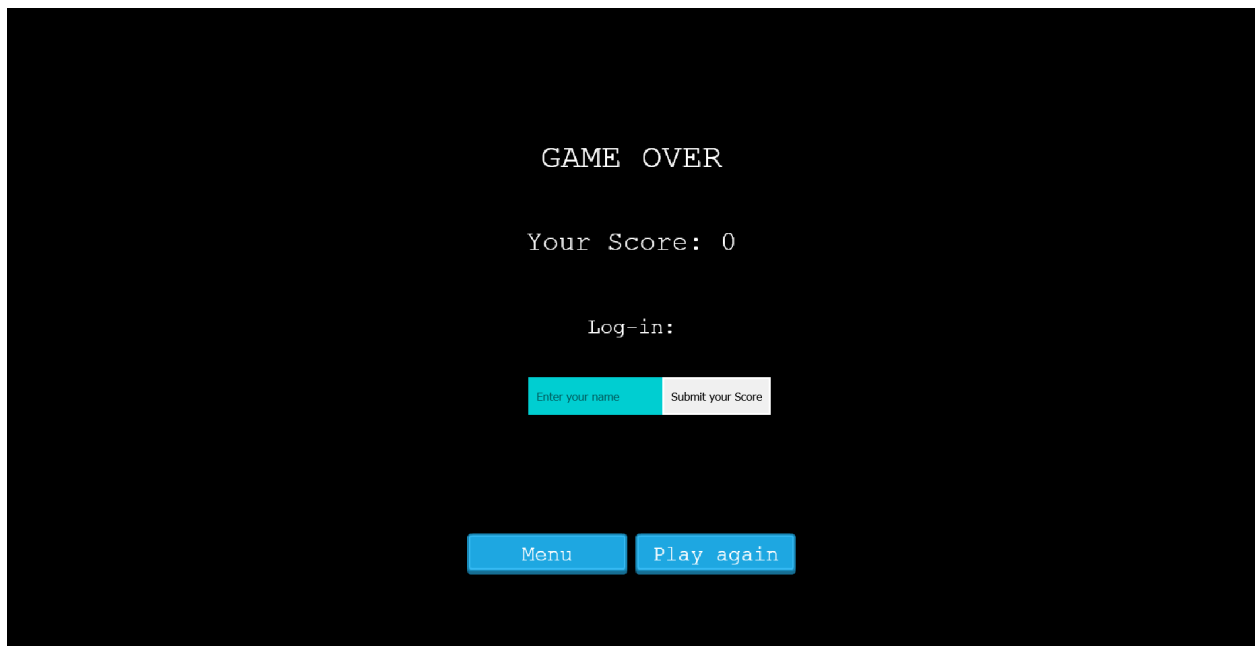
IV. Game Scene:

This scene displays the game scene.



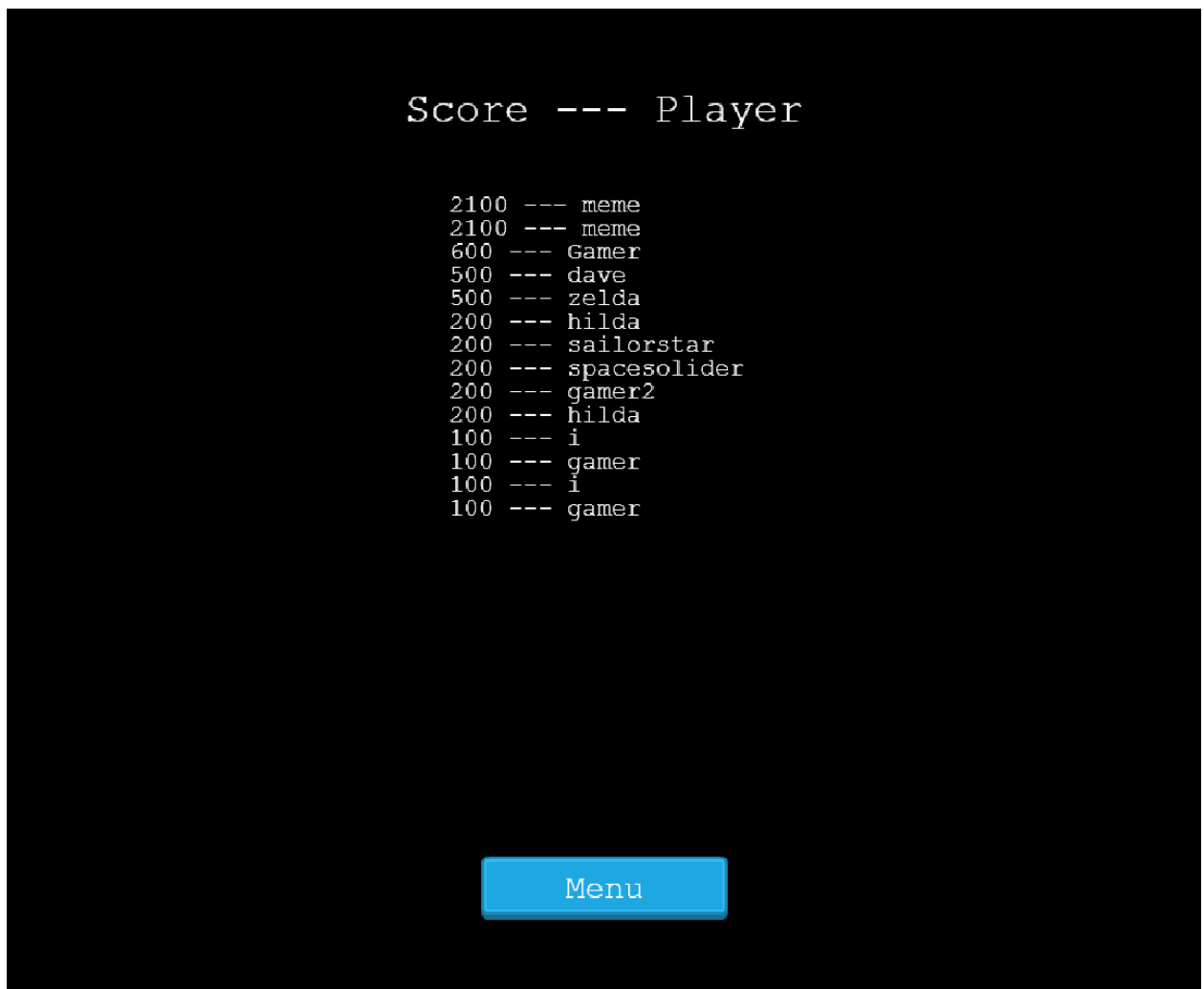
V. Game over Scene:

This scene is displayed immediately after the player loses the game. It displays the collected score of the current game and a form that allows the player to submit her/his score to an external API .



VI. Leaderboard Scene:

This scene displays the list of sorted scores and their corresponding players. In the scene the app fetches data from an external API where player can store their scores after finishing their games.



VII. Instructions Scene:

In This scene, the player could read the instructions to play the game.

Game Instructions:

Use the arrow keys to Move your Spaceship.

Use the space key to shoot your Enemies.

Menu

Play