

### ***Project 02 Proposal***

My final project, called *Flufluf*, will be a platform game made through *Phaser 3*. The storyline will be about baby clouds, who got kidnapped by an evil squad of clouds. The main character, Flufluf, will save the baby clouds from the enemies. The player will control Flufluf and help the cloud progress through this journey by collecting the missing babies and fighting the enemies. The game's environment will have a retro visual aspect by using pixel art for the illustrations, objects, and characters (i.e., except for the cutscenes). This project will allow me to discover this game engine in-depth and learn more about creating platform games, pixel art, tile maps, and tilesets (i.e., things that I am less familiar with).

This project's main challenge will be to learn and understand the 2D level editor tool *Tiled* and merge the tilemaps with my code through *Phaser 3*. Discovering the parameters of *Phaser 3* for specific aspects of game development will also be a challenge. Another challenge will be to understand how to merge both JSON and *Phaser 3* if I need to move some heavy or detailed objects into JSON files. I count to watch multiple tutorials, read a lot of documentation, look at some examples on the Internet about *Tiled* and *Phaser 3*. In extreme cases, I will ask the teacher to guide me a little about specific issues. I want to do my illustrations or animations first to know what elements will need *Tiled* in this project, then proceed to the creation of the whole game. I will try to find more material or subjects I learned during the semester to add to this game (e.g., responsive voice, web storage API, etc.).

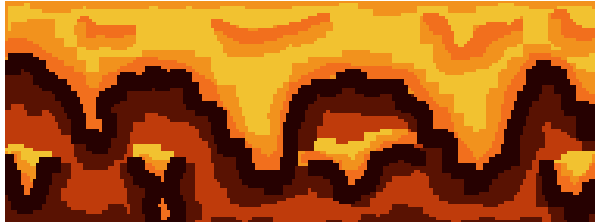
**Visual representation:**



*Background in level 1*



*First scene in the introduction*



*Platform in level 3*



*Screenshot of Level 1*