

GGJ16 Project

Project for the 2016 Global Game Jam

It's always better to run a Phaser app from a webserver.

Install all dependencies

```
bower install
```

Game Concept :

- A.Chappuis
- M.Brochut

Graphics:

- C.Sengelen (<http://nectartstudio.ch>)
- L.Melchiorre (<http://lionel-melchiorre.ch>)

Programming:

- A.Albertelli ([@antoinealb](<https://github.com/antoinealb>))
- E.Dupertuis ([@EricDupertuis](<https://github.com/EricDupertuis>))

Music:

- *Lost Frontier* by Kevin MacLeod (incompetech.com)
- *Night Runner* by Jason Shaw (audionautix.com)

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