



# Practical Work Proposals

## (TP1 Phaser3)

The TP1 have the goal to create a unique game in Phaser3, with your knowledge and all the exercises you did in the TM lessons you can do something really good and interesting.

You are free to propose your idea for the game as long as you use Phaser3.

## Example:

Idle Clicker game

- Create a game based on idle clicking game, taking some effort to create your objectives and your concept something unique, with maybe for example an ocean, where you start with your own island and a few resources and you start to make buildings to gather more resources. It's up to you, you can think of something, as usual be creative and ambitious!

## Groups and ideas:

This TP1 will be done with groups of 2 students, those groups will have to present their work together.

**Send me your idea for the project and the two or three(max) students of the group, by email:** [ricardo.guia@estg.ipv.pt](mailto:ricardo.guia@estg.ipv.pt)

## Delivery and Presentation Date:

**Pre-presentation (situation-point):** 19 April from 14:00 to 19:00

**Delivery:** 25 April at 23:59

**Presentation:** 26 April from 14:00 to 19:00

## Delivery:

It must be delivered by:

- **GitHub**, in the root of your repository folder you create a folder with "TP1-20301-20302", with the numbers of the two students of the group after the TP1, and your Phaser3 Project inside that folder.
- **Moodle**, zip your project folder and send in moodle.