

Class name: Multimedia Technologies

Course: Informatics Engineering

Date: 07-03-2023, year 2022-23

Deadline: 10-04-2023, 23:59

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 individual or with groups of 2 students, these groups will have to present their work together.

Send me your idea until 17-03-2023 23:59 for the project and the two students of the group, by email: fernandesmarcelo@estg.ipvc.pt

Delivery

It must be delivered by:

- **GitHub**, in the root of your repository folder you create a folder with “TP1-30301-30302”, 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;

Notes:

1. Delivery must include a report with features and gameplay instructions.
2. The game needs to be deployed online (netlify, vercel, or another one provider).

Good luck,

Alexandre Silva, Beatriz Miranda, Marcelo Antunes Fernandes, Paula Rego