Microverse Shooter

A 2021 Javascript Phaser game

Basic Gameplay

- PC based web app

- Players can gain points killing other enemies/players

- Players and enemies can shoot lasers on each other, if they collide they both die

- With each star collected or enemy killed your laser scale increases until you die and it resets to the initial scale.

- When you die your score is updated to the leaderboard

- All enemies have the same purple look.

  The player movement is airplane based (up accelerate, left/right)

Gameflow

1. User visits the website

2. He receives a form to add a nickname.

3. They are redirected to the Menu scene where they can opt to play or see the high scores

4. If they select play they join the battle

5. If they select score 3 of the top high scores are displayed`

Scenes

Get a form to request a nickname

1. Boot
2. Preloader
3. SceneMainMenu

   MainScene
4. GameOver

Sounds

- Explosion

- Laser

- Background music

- Button press.

- Button Hover

Open the Power Point version of the file (.pptx) if you want to listen the audio files