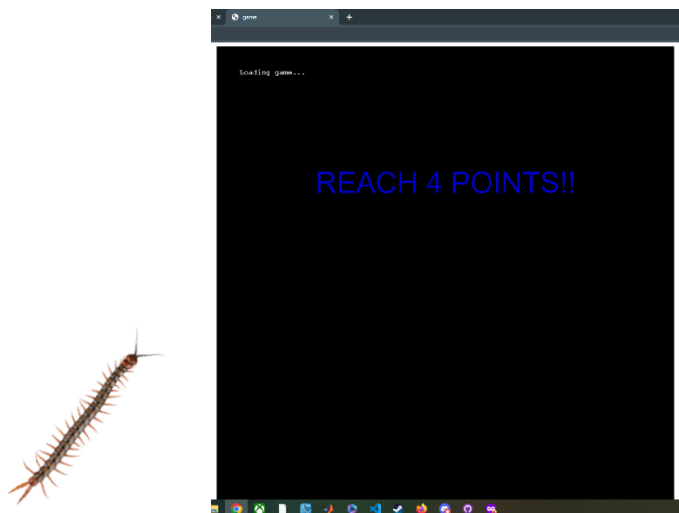# CENTIPEDE

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Introduction

For this project I have used VScode, Phaser files from Github, and Live Server VScode extension.

I am looking for around **15p**, because the game is really simple, but I have done some own custom things into it. First I struggled several hours to make the Phaser work (mainly because codesandbox didn't work and I got error 127 all the time, so I downloaded whole phaser from Github). But here is the final product! The project was mostly enjoyable to do and I am rather than happy to the result. Hope you are too!

Centipede is a html-game where you play as a centipede and try to dodge evil vacuum-cleaners through the game. If a vacuum-cleaner catches you, then the game is over and you will have to restart.
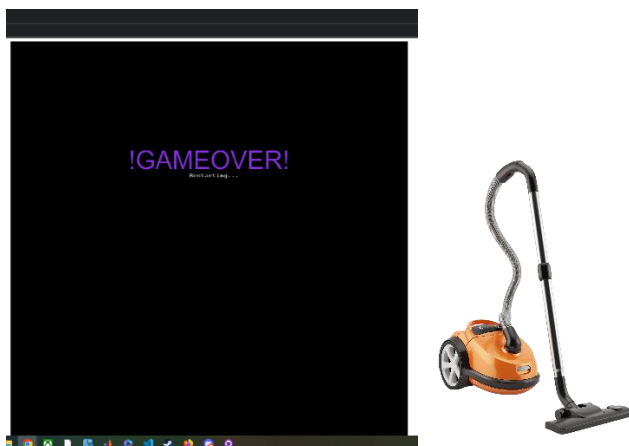

The vacuum-cleaners will move randomly, so you will have to be extra careful near them!

The map boundaries and obstacles are made of brick-elements. Each time you restart the game you will have different kind of map where to play.


To win the game, you will have to collect pinecones which are located in the map randomly. In the first level you have to collect 4 pinecones, and then you continue to the final level, where you have collect 5 pinecones!
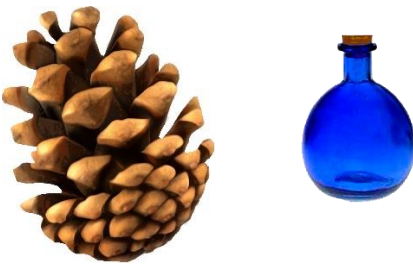
There are also collectable speed potions! In both levels there are three speed potions. When you collect a speed potion the centipede speed doubles from 200 to 400! You can see the centipede speed in the top left corner, under the current scores (collected pinecones).

Final level has got fewer but larger vacuums and the map changes slightly as well.
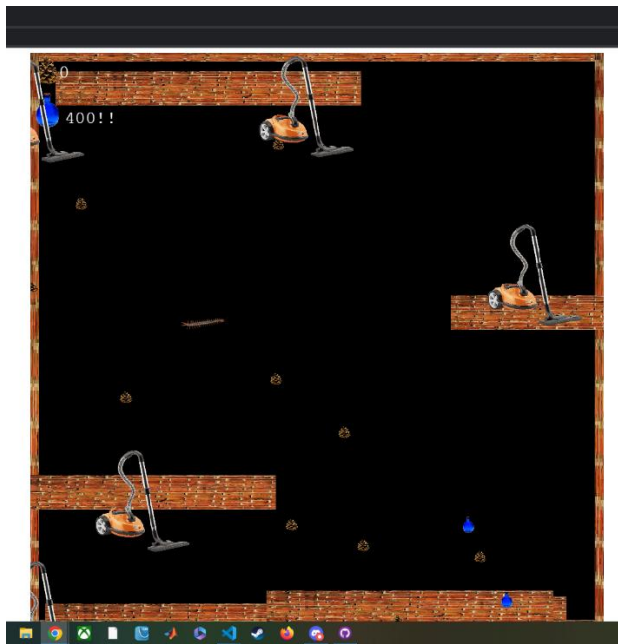
And finally when you win the game there will be a Final scene!