

CA1 REPORT PROJECT SOFTWARE

The game that I tried develop is called "The chase". My idea of the game is inspired mainly in another game that everyone knows called "Pacman". The concept is pretty simple, you beat the game if you get the maximum points possible, that in this case are coins. In order to get them you need to avoid getting caught by the five police that guard the neighbourhood.

I have programmed this game with the help of the template and the main phaser website, that had really useful resources and guides.

<https://labs.phaser.io/index.html?dir=&q=>

<https://labs.phaser.io/edit.html?src=src/scalemanager/fit%20running%20game.js&v=3.24.1>

The graphic part was with photoshop and the web pixel creator.

I am not happy on how I finished the game because not only isn't my favourite activity but also because I couldn't make it work properly.