

CSCI 3308 Project Demo - Jimmy's Maze

Team 111-2

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Tools Used

- Phaser.js - 4/5
 - Javascript library to code the game and physics
- Tiled - 4/5
 - Used to code tilemaps/mazes
- Wamp - 4/5
 - Bundled package containing Apache, PHP, and MySQL



Tools Used

- MySQL - 5/5
 - Backend database server used to hold user info
- PHP - 4/5
- Apache web server - 3.5/5 (localhost)
- Github - 3.5/5
 - Used to manage all versions of the code between everyone in the group
 - Project tracker



Methodology

- Agile
 - Iterative
 - Github - Utilized multiple branches
- Peer-reviewed programming
- 5/5 overall methodology

Challenges

- Getting game to work in Phaser
 - Collisions with maze walls
- Creating maze levels
 - Randomly generated maze and traced in Tiled
- Linking maze levels
- Adjusting JSON data for game objects