

ICT Game Jam 2016

Space Catdets!

[View project on GitHub](#)

Welcome to ICT Game Jam 2016 -- Space Catdets!

Theme: Lost in space, so what could be better than cats lost in space!

[Play Space Catdets!](#) -- Coming Soon!

Goals

- Set up Phaser and dev environment
- Use GitHub more efficiently
- Get game states set up and working
- Create a launch page
- Have a good time

Things to work on next time

- Minimum Viable Project! (and I should know better)
- Create my own game framework and toolkit
- Improve asset handling

Authors and Contributors

Catherine Janzen ([@cjanzen](#)) created this game, based on several tutorials, including

<http://tutorialzine.com/2015/06/making-your-first-html5-game-with-phaser/>

<https://gamedevacademy.org/html5-phaser-tutorial-spacehipster-a-space-exploration-game/>

Free assets from:

<http://opengameart.org>

<http://kenney.nl/assets/alien-ufo-pack>

Copious help from felixnemis!

[Download .zip file](#) [Download .tar.gz file](#)

is maintained by [cjanzen](#).

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