1. How to Design the Game, please explain the best way to design your game?

In designing a game, we have to determine the following things:

• The Character

The character who will do all the gameplay

• Theme and Story

The setting used in the game and the game's storyline is played by the characters from the beginning to reaching the final goal

• Story Progression

Storyline process. Starting from the character's journey, then until he finds obstacles in the game, until finally the character reaches his destination

• Gameplay

Gameplay includes goals of the game, users skills, game mechanics, progression and challenges, and losing

• Art Style

The style of the game. Includes character and setting modelling, music, etc.

1. Describe using Scene in Phaser 3 and give the sample using it!

A Scene in your game is a collection of Game Object s and related logic which should be kept together. The objects will be drawn when the scene is rendered and its update method will get called on every tick of your game loop. The sample using it like a make a Title scene, External scene, multiple scene

1. How to use sprite in phaser 3, give it some examples!

A sprite are 2D image/ animations overlaid into a scene. They are the non static elements within a 2D game, moving independently of the background. Ofthen used to represent player controlled characters, props, enemy units, etc. sprites can be composed of multiple tiles or smaller sprites. They can also be used for pseudo 3D sprite scalling like in super scaler or in pre rendered movement.

ex : logos, character, animation moving

1. Give some examples using Articial Intelligent on the game!

Examples of in-game AI implementation:

• Matchmaking in online games

The system detects the player level for a balanced matchmaking system

• AI for training in Chess Games

AI in chess games can adjust the difficulty level as selected by the player

• AI for generator in Minecraft

In Minecraft games, AI can be used to be able to create an environment or object by itself

1. Explain your project with your team and what do you do on your project?

Making Mathdungeon its about an educational game about Math for children. The purpose of this game is to make a children learn math as well. In this project my jobdesk is to make the code