

# Untitled Space Game

Web Game Development Final Project - Luke King, Joseph Monahan, Eric Miller

# Our Idea

- Our initial idea was by Eric. He originally had the idea to have an endless survival game where you played a guy in space while guys tried to kill you in spaceships. The plan was that the guys would come closer and closer and more people would spawn in and try to kill you by blowing you up and you would "win" the game by surviving as long as you could. There was no real winning.
- Luke then came up with having asteroids instead to make the process easier, replacing gun shots to constant motion. In the process, we decided a spaceship player was more practical in this situation than ships would be.
- Lastly to show some sort of flow of time and dynamic background, Joseph proposed having a planet be passing by in the background.
- Overall, this is a survival game starring a spaceship against asteroids in space.

# Our Process

The process that we went with was us originally having a meeting on Wednesday, November 11th. We began having a process of meeting weekly if not more than weekly. Beginning on the 11th for our original brainstorming for ideas. Then we went from there to the 19th 21st 26th 28th 29th and the 3rd. We usually would work in chunks of 2 – 2.5 hours at a time. With a combined total of working together of 15-17 hours and several more from each of us outside of designated meeting times. This generally went with each meeting ending with something new implemented. An example of this could be our meteors spawning or getting our ship to move.

# Technology We Used

- Visual Studio Code – This is where stored our code and implemented the game.
- Brackets- Used to test the code before we push it into GitHub
- GitHub- Where our final product of the game is stored.
- Phaser- Used to implement the game.

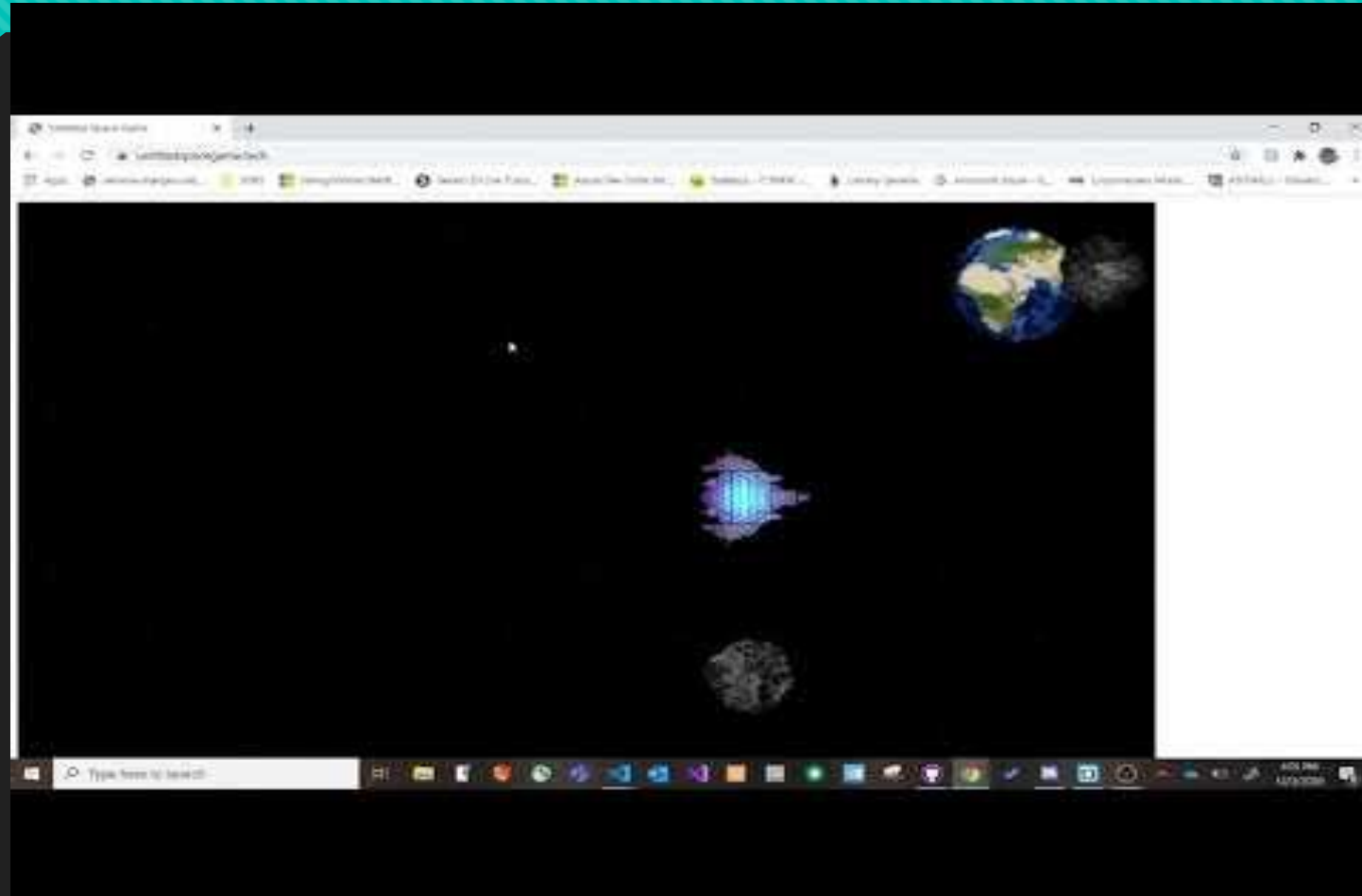
# Development Cycle

- Our cycle begins in Visual Studio Code where we will make changes to the game. From there we would save our changes and open the code in Brackets. After opening it in Brackets to test that our code did not break the game we would see if there were any more changes that we would want to make at the time and then push the game to GitHub where we would all pull the most recent copies to make sure that there were no merging conflicts which did happen at first. This process ensured that our code was always the most up to date and that everything that was on GitHub worked for what we wanted it do without unnecessary errors that could cause conflicts.

# Our Code Video

- Open Visual Studio Code.

# Our Game Video



# Resources

- [Phaser - Examples - Phaser 3 Examples](#)
- [Phaser - Desktop and mobile HTML5 game framework \(reddit.com\)](#)
- [Tutorials, Videos, Docs and more - Learn - Phaser](#)
- [Phaser - Community - Phaser Forum](#)
- [Home - IT3049C - Yahya Gilany](#)