

Project - Space Scavenger

Created by: Lauri Ikonen

Description

Space Scavenger is a short HTML5 game created with Phaser 3. Player controls a space scavenger's ship as it is flying in the middle of space junk searching for valuable coins. Occasionally mysterious star-like items are found. By collecting three of star-like items, the player can open an interdimensional portal. But be warned, something vile awaits on the other side of the portal.

Instructions

Player has to click the game window to enable mouse controls, Esc -key removes the focus and free the cursor.

Movement - Arrow keys

Shooting - Left mouse click

Aiming - Mouse movement

Development tools

- Editor
 - Visual Studio Code
 - Live server -extension
- Browser
 - Mozilla Firefox
- Framework
 - Phaser3
- Version control
 - Git
- Assets
 - <https://labs.phaser.io/assets/>
- Music
 - Space Chillout by penguinmusic
<https://pixabay.com/users/penguinmusic-24940186/>

Implemented Features

Feature	Points
Game has a plot	4
2 different collectibles	3
Several different moving parts; obstacle bars interact with	3

player	
Two levels; Space junk and Boss fight	3
Player has to use mouse and keyboard especially on boss fight level	4
Boss can hurt the player	3
Game has music and sound effects	3
Game scales with browser window size	0
Game works on Firefox, Edge, Chrome (Safari not tested)	1
Javascript and HTML are at different files	0
Total	24