**Index.html**

<!doctype html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<title>Araw lilim</title>

<script type="text/javascript" src="js/phaser.min.js"></script>

<script type="text/javascript" src="js/Process.js"></script>

<script type="text/javascript" src="js/boot.js"></script>

<script type="text/javascript" src="js/preload.js"></script>

<script type="text/javascript" src="js/menu.js"></script>

<script type="text/javascript" src="js/play.js"></script>

<script type="text/javascript" src="js/win.js"></script>

<script type="text/javascript" src="js/lose.js"></script>

<script type="text/javascript" src="js/game.js"></script>

<style type="text/css">

body {

margin: 0;

}

</style>

</head>

<body>

</body>

</html>

**Lose.js**

loseGame = {

preload:function(){

},

create:function(){

},

update:function(){

}

}

**Win.js**

winGame = {

preload:function(){

},

create:function(){

},

update:function(){

}

}

**Menu.js**

menuGame = {

create:function(){

bg = game.add.image(0,0,"sky");

bg.scale.y = 2;

//menuText = game.add.text(game.width/2-70,game.height/3-50,"Menu",{"fill":"#black"});

//menuText.scale.x = 1.5;

//menuText.scale.y = 1.5;

menuText = game.add.text(game.width/2-170,game.height/3,"UBUSAN LAHI",{"fill":"#black"});

menuText.scale.x = 2.0;

menuText.scale.y = 2.0;

startButton = game.add.button(game.width/2.3,game.height/1.6, "buttonplay",this.buttonPlay);

menuText = game.add.text(game.width/2-80,game.height/2,"Menu",{"fill":"white"});

menuText.scale.x = 2;

menuText.scale.y = 2;

aboutText = game.add.button(340,480,"About",this.about);

aboutText.anchor.set(0.6);

aboutText.scale.set(1);

instruc = game.add.button(460,480,"intruct",this.ins);

instruc.anchor.set(0.6);

instruc.scale.set(1);

//playText = game.add.text(game.width/2-40,game.height/2,"Play",{"fill":"#black"});

//aboutText = game.add.text(game.width/2-50,game.height/1.8,"About",{"fill":"#black"});

},

lundag:function (){

game.state.start("playGame");

},

about: function(){

about=game.add.image(0,0,"about2");

about.scale.set(3.2);

restartButton=game.add.button(30,30,"menu2",restartB,this);

function restartB() {

restartButton.destroy();

game.state.start("menuGame");

}

},

ins: function(){

about=game.add.image(0,0,"ins");

about.scale.set(3.2);

restartButton=game.add.button(30,30,"menu2",restartB,this);

function restartB() {

restartButton.destroy();

game.state.start("menuGame");

}

},

update: function(){

//if(keyboard.up.isDown){

// game.state.start("playGame");

//}

},

buttonPlay:function(){

game.state.start("play");

//menumusic.stop();

},

//update:function(){

//if(keyboard.up.isDown){

//game.state.start("play");

//}

//}

}

**Play.js**

play = {

create:function(){

game.scale.scaleMode = Phaser.ScaleManager.EXACT\_FIT;

game.scale.forceLandscape = true;

game.scale.pageAlignHorizontally = true;

game.scale.pageAlignVertically = true;

game.scale.setScreenSize =true;

sky = game.add.sprite(0,0,'sky');

roadto = game.add.tileSprite(0,0,800,600,'sky');

car1 = game.add.sprite(380,400,'car1');

car1.scale.y=0.5;

car1.scale.x=0.5;

pause\_label = game.add.image(900, 320, 'pause');

/\*

game.scale.scaleMode = Phaser.ScaleManager.EXACT\_FIT;

game.scale.forcelLandscape = true;

game.scale.pageAlignHorizontally = true;

game.scale.pageAlignVertically = true;

game.scale.setScreenSize = true;

\*/

// game.physics.startSystem(Phaser.Physics.ARCADE);

game.physics.arcade.enable(car1);

button = game.add.button(670,450,'button1',proseso.pushRight);

button = game.add.button(40,450,'button2',proseso.pushLeft);

car1.body.collideWorldBounds = true;

sky.animations.add('walk-right',[0,1,2],2,true);

pause\_label.inputEnabled = true;

pause\_label.events.onInputUp.add(function () {

game.paused = true;

});

game.input.onDown.add(unpause, self);

function unpause(event){

if(game.paused){

pause\_label.destroy();

startText.visible=false;

game.paused = false;

}

};

proseso.createEnemys(2000);

enemy = game.add.group();

enemy.enableBody = true;

proseso.createKalaban1s(6000);

kalaban1 = game.add.group();

kalaban1.enableBody = true;

proseso.createKots(3000);

kot = game.add.group();

kot.enableBody = true;

bgmusic = game.add.audio('bgMusic');

bgmusic.play().loopFull();

proseso.createBuhays(10000);

buhay = game.add.group();

buhay.enableBody = true;

keyboard = game.input.keyboard.createCursorKeys();

proseso.createGass(8000);

gas = game.add.group();

gas.enableBody = true;

score = game.add.text(650,10,'Score: 0',{fill:'red'});

score.fixedToCamera = true;

life = game.add.text(30,10,'Life: 3',{fill:'red'});

bestScore = game.add.text(650,50,'Best: '+proseso.retrieveBest(),{fill:'red'});

bestScore.fixedToCamera = true;

titlepage = game.add.sprite(0,0, "title");

startButton = game.add.button(game.world.centerY -5, 250, 'button', proseso.actionOnClick, this, 2, 1, 0);

},

update: function(){

roadto.tilePosition.y +=5;

game.physics.arcade.overlap(car1,gas,proseso.killGas);

game.physics.arcade.overlap(car1,buhay,proseso.getBuhay);

game.physics.arcade.overlap(car1,enemy,proseso.killKalaban1);

game.physics.arcade.overlap(car1,kalaban1,proseso.killKalaban1);

game.physics.arcade.overlap(car1,kot,proseso.killKalaban1);

if(keyboard.right.isDown){

car1.body.velocity.x=210;

car1.animations.stop();

game.camera.y +=1;

}

else if(keyboard.left.isDown){;

car1.body.velocity.x=-210;

game.camera.y +=1;

}

else if(keyboard.up.isDown){

car1.body.velocity.y=-210;

game.camera.y +=1;

}

else if(keyboard.down.isDown){

car1.body.velocity.y=210;

game.camera.y +=1;

}

else{

sky.animations.play('walk-right');

car1.body.velocity.x=0;

car1.body.velocity.y=0;

game.camera.y +=1;

}

//var proseso = function(){

//"use strict";

//return {

},

//var a = 0;

actionOnClick: function(){

//var a = 0;

titlepage.visible =! startButton.visible;

startButton.destroy();

startText = game.add.text(300,200,'Press Anywhere To Start',{ fontSize: '25px', fill: 'yellow' });

game.\_paused=true;

button.frame = 1;

},

createGass:function(time){

setInterval(function(){

gass = gas.create(Math.random()\*w,-1000,"gas");

gass.body.gravity.y=100;

},time)

},

createBuhays:function (time){

setInterval(function(){

buhays = buhay.create(Math.random()\*w,-200,"buhay");

buhays.body.gravity.y=300;

},time)

},

createKalaban1s:function (time){

setInterval(function(){

kalaban1s = kalaban1.create(Math.random()\*w,-200,"kalaban1");

kalaban1s.body.gravity.y=300;

},time)

},

createEnemys:function (time){

setInterval(function(){

enemys = enemy.create(Math.random()\*w,-200,"enemy");

enemys.body.gravity.y=300;

},time)

},

createKots:function (time){

setInterval(function(){

kots = kot.create(Math.random()\*w,-200,"kot");

kots.body.gravity.y=300;

},time)

},

//var a = 0;

killGas:function (car1,gass){

//var a = 0;

a = a + 2;

gass.kill();

score.text = "Score: "+a;

},

//var b=3;

killKalaban1:function (car1,kalaban1s,kots,kalabans, enemys){

//var b=3;

if(proseso.kalaban1s.kill()){

b = b - 1;

life.text="Life: "+b;

}

if(b==0){

if(proseso.retrieveBest() <= a){

localStorage.setItem("gameStorage",a);

}

restartButton = game.add.button(400,150,"restart",restartB,this,1,0,1);

function restartB (){

window.location.href=window.location.href;

}

car1.kill();

game.add.image(350,250,'gameover');

}

},

getBuhay:function (car1,buhays){

//var b=3;

if(buhays.kill()){

b = b + 1;

life.text="Life:"+b;

}

},

pushRight:function (){

car1.animations.play('walk-right');

car1.body.velocity.x=800;

},

pushLeft:function (){

car1.animations.play('walk-left');

car1.body.velocity.x=-800;

},

retrieveBest:function (){

return ((localStorage.getItem("gameStorage") != null) || (localStorage.getItem("gameStorage") != ""))?localStorage.getItem("gameStorage"):0;

}

}

**Preload.js**

preloadGame = {

preload:function() {

game.load.image('car1', 'img/car2.png');

game.load.image('enemy', 'img/car6.png');

game.load.image('gas', 'img/gas.png');

game.load.image('buhay', 'img/buhay.png');

game.load.image('button1', 'img/button1.png');

game.load.image('button', 'img/playbuts.png');

game.load.image('restart', 'img/refresh.png');

game.load.image("pause","img/brick1.png");

game.load.image('button2', 'img/button2.png');

game.load.image("buttonplay","img/playButton.png");

game.load.spritesheet("menu2","img/menu2.png",80,60);

game.load.image('ins','img/instruction.png');

game.load.image('About','img/aboutbtn.png');

game.load.image('about2','img/about2.png');

game.load.image('intruct',"img/patakaran.png");

game.load.image('title','img/title.png',800,600);

game.load.image('kot', 'img/kot.png');

game.load.image('kalaban1', 'img/kalaban1.png');

game.load.image('kalaban', 'img/kalaban.png');

game.load.image('sky', 'img/roadto.png',800, 600);

game.load.image('gameover', 'img/gameover.png');

game.load.audio('bgMusic', 'audio/music.mp3');

},

create:function(){

game.state.start("play");

game.state.start("menuGame");

},

}

**Boot.js**

bootGame={

create:function(){

game.physics.startSystem(Phaser.Physics.ARCADE);

keyboard = game.input.keyboard.createCursorKeys();

game.scale.scaleMode = Phaser.ScaleManager.EXACT\_FIT;

game.scale.forceLandscape = true;

game.scale.pageAlignVertically = true;

game.scale.setScreenSize =true;

game.state.start("preloadGame");

},

}

**Game.js**

var w = 800, h = 600;

var game = new Phaser.Game(w, h, Phaser.CANVAS, '');

var a=0,b=3;

var titlepage;

var startButton;

var restartButton;

var bgmusic;

var playing = false;

var keyboard, car1,sky, enemy, enemys, gas, gass, kalaban1, kalaban1s, life, startText, buhay, buhays, kalabans, kot, kots, gameover, score, bestScore;

game.state.add("bootGame", bootGame);

game.state.add("preloadGame", preloadGame);

game.state.add("menuGame", menuGame);

game.state.add("play", play);

game.state.add("winGame", winGame);

game.state.add("loseGame", loseGame);

game.state.start("bootGame");

**Process.js**

var proseso = function(){

"use strict";

return {

loopAudio: function(time){

setInterval(function(){

bg.play();

}, time);

},

//var a = 0;

actionOnClick: function(){

//var a = 0;

titlepage.visible =! startButton.visible;

startButton.destroy();

startText = game.add.text(300,200,'Press Anywhere To Start',{ fontSize: '25px', fill: 'yellow' });

game.\_paused=true;

button.frame = 1;

},

createGass:function(time){

setInterval(function(){

gass = gas.create(Math.random()\*w,-1000,"gas");

gass.body.gravity.y=100;

},time)

},

createBuhays:function (time){

setInterval(function(){

buhays = buhay.create(Math.random()\*w,-200,"buhay");

buhays.body.gravity.y=300;

},time)

},

createKalaban1s:function (time){

setInterval(function(){

kalaban1s = kalaban1.create(Math.random()\*w,-200,"kalaban1");

kalaban1s.body.gravity.y=300;

},time)

},

createEnemys:function (time){

setInterval(function(){

enemys = enemy.create(Math.random()\*w,-200,"enemy");

enemys.body.gravity.y=300;

},time)

},

createKots:function (time){

setInterval(function(){

kots = kot.create(Math.random()\*w,-200,"kot");

kots.body.gravity.y=300;

},time)

},

//var a = 0;

killGas:function (car1,gass){

//var a = 0;

a = a + 2;

gass.kill();

score.text = "Score: "+a;

},

//var b=3;

killKalaban1:function (car1,kalaban1s,kots,kalabans, enemys){

//var b=3;

if(kalaban1s.kill()){

b = b - 1;

life.text="Life: "+b;

}

if(b==0){

if(proseso.retrieveBest() <= a){

localStorage.setItem("gameStorage",a);

}

restartButton = game.add.button(400,150,"restart",restartB,this,1,0,1);

function restartB (){

window.location.href=window.location.href;

}

car1.kill();

game.add.image(350,250,'gameover');

}

},

getBuhay:function (car1,buhays){

//var b=3;

if(buhays.kill()){

b = b + 1;

life.text="Life:"+b;

}

},

pushRight:function (){

car1.animations.play('walk-right');

car1.body.velocity.x=800;

},

pushLeft:function (){

car1.animations.play('walk-left');

car1.body.velocity.x=-800;

},

retrieveBest:function (){

return ((localStorage.getItem("gameStorage") != null) || (localStorage.getItem("gameStorage") != ""))?localStorage.getItem("gameStorage"):0;

}

}

}();