Highway Trap

Introduction

This is a game where the player is on a bike and is trapped on a busy highway while driving in the opposite direction. This simple game is created using phaser. Phaser is a 2D game framework that can be used to create HTML games.

Challenge

The player is on a bike and is trapped on a busy highway while driving in the opposite direction.
For players to survive they have to evade the vehicles while collecting the fruits.
The player has 3 lives, and that means if they are hit by a vehicle 3 times they lose the game.
The player gains points by collecting the fruits.

Controls

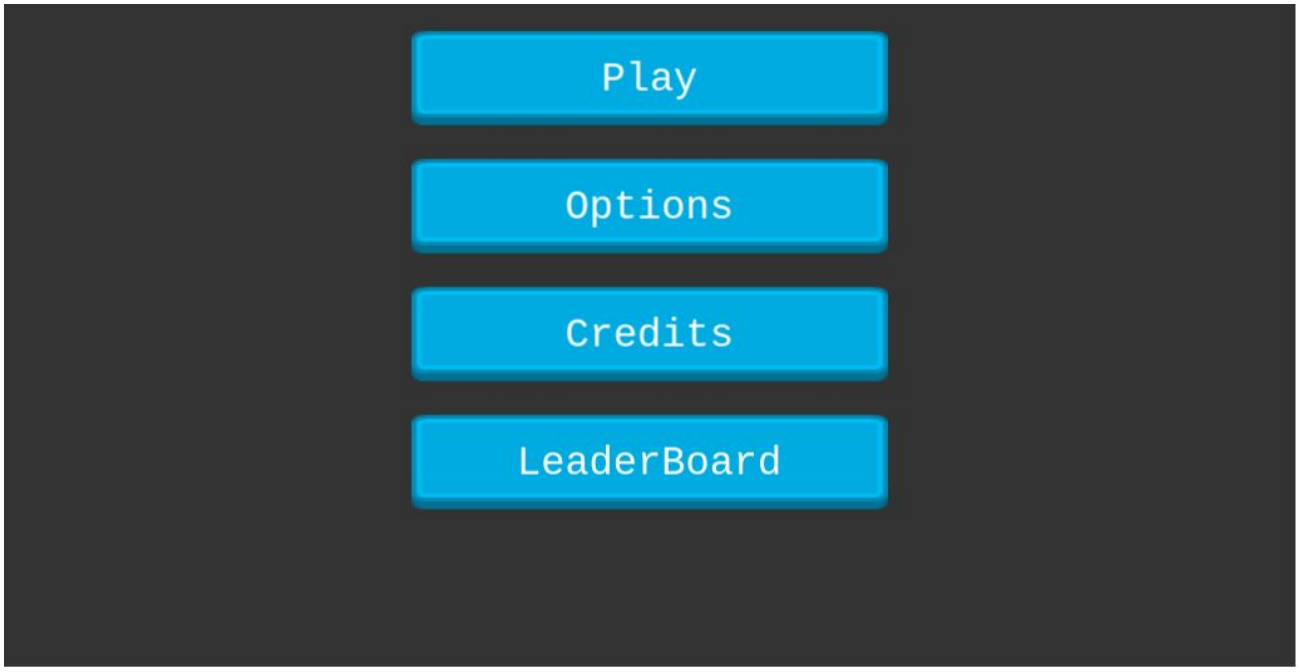
The game is controlled using the arrow keys on the keyboard.

1. Up Arrow → Moves the bike to change the lane on the road.
2. Down → Moves the bike down to change the lane on the road
3. Right → Moves the Bike Backwards against the direction of the vehicles.
4. Left → Moves the Bike Forward towards the direction of the vehicles.

Main Scenes

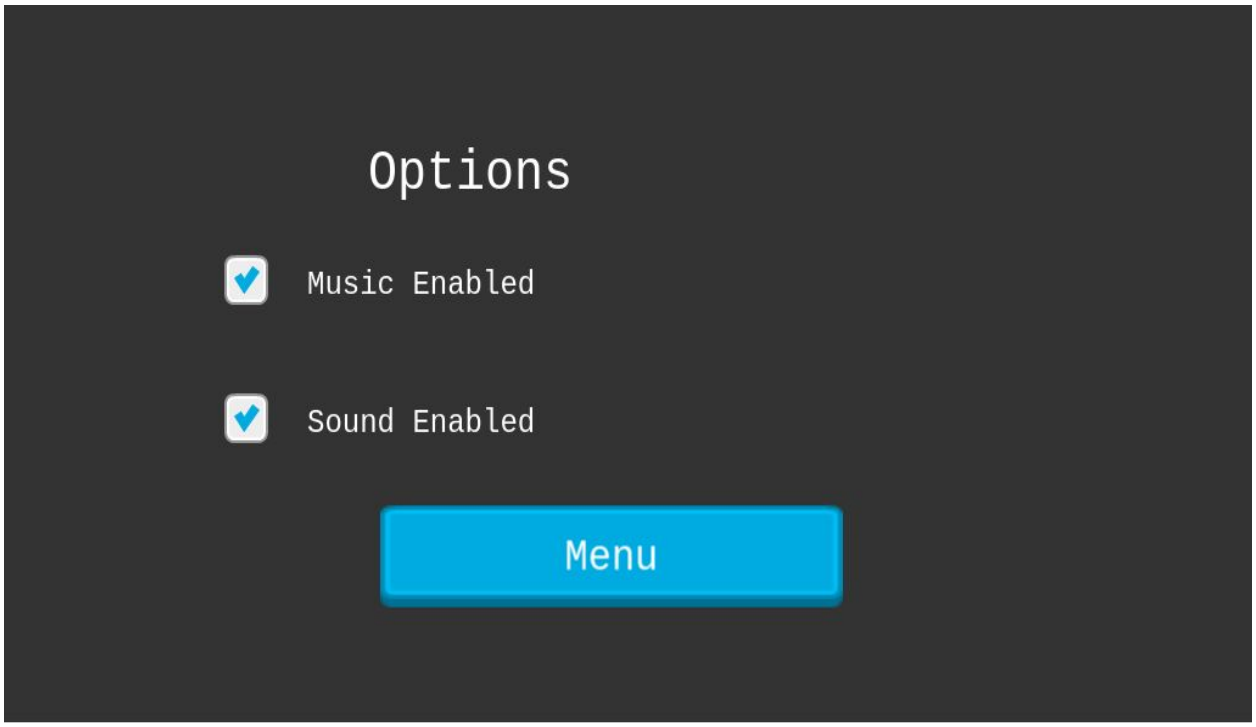
Title Scene

This is displayed immediately when the boot loading is complete. It is from this scene that you can either start the game, check the options, view credits or access the leaderBoard.



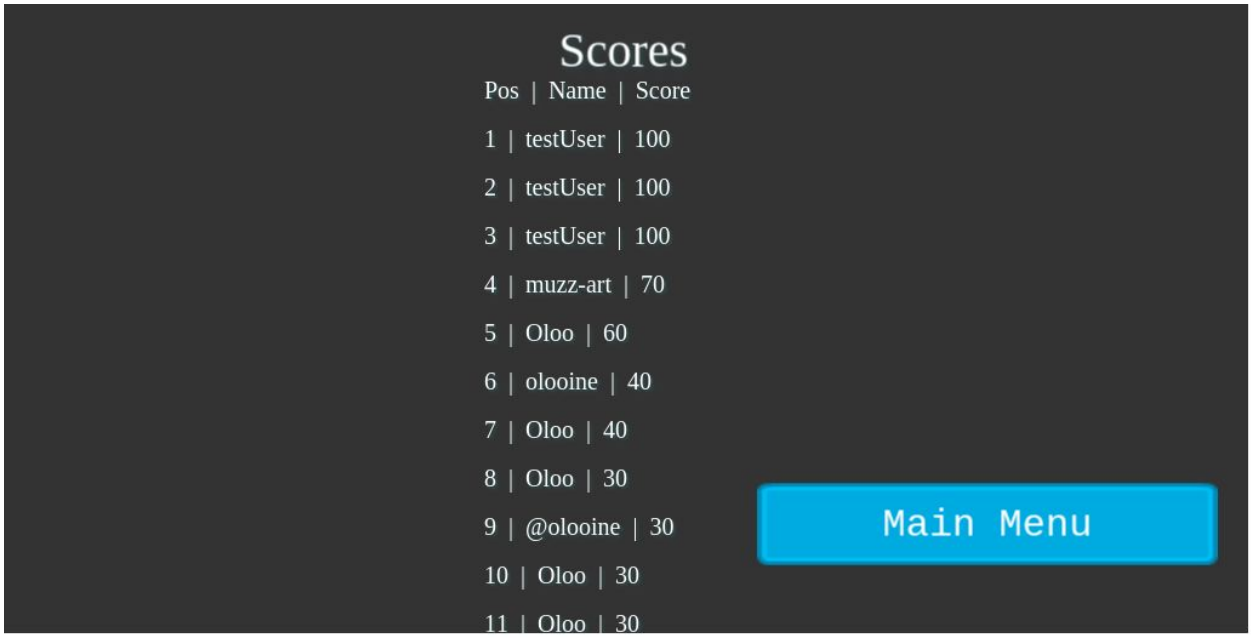
Option Scene

You can access this scene by clicking the options buttons on the title scene. In this scene you have the options to stop or play the music by checking on the check boxes. You can also go back to the Title scene by clicking the menu button.



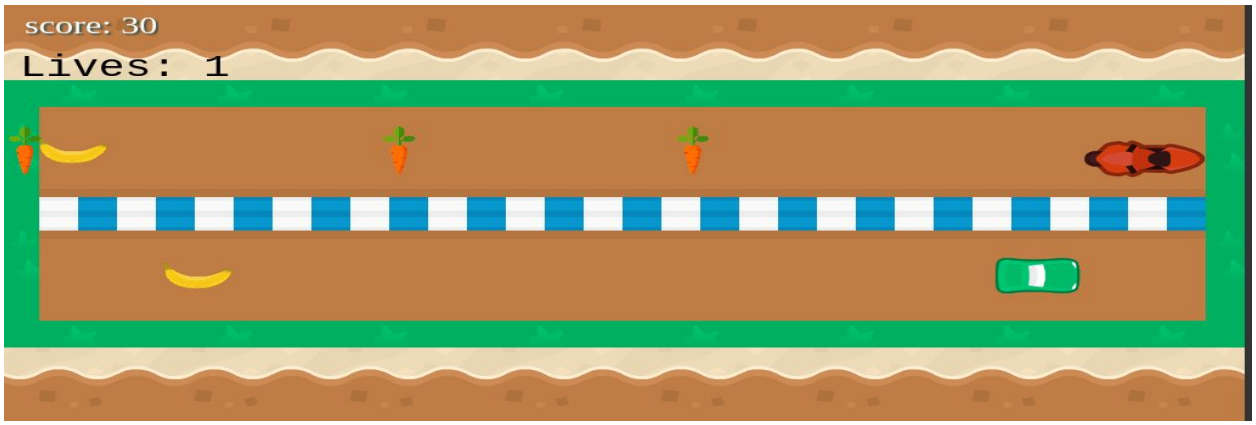
LeaderBoard Scene

This scene fetches data from an external api here, and displays the score in descending order.



Game Scene

When you click on the play button from the Title scene, you will be redirected to the game scene where you can play the game.



Game Over Scene

When you loose the game, You will be presented with the game over scene where you have to Enter your username for record keeping

Conclusion

The Idea of this Game was inspired by my son Naphtali who loves road games and he was very happy to play it after completion of the first level.

Currently the game only has one level and we will be working hard to add more challenging levels in future.