1. **Introduction Chek ✅ PhaserV3**
2. **Get started** (setup Phaser, code structure) **Chek ✅PhaserV3**

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| **<script type="text/javascript" src="phaser.min.js"></script>**  **<script type="text/javascript" src="js/boot.js"></script>**  **<script type="text/javascript" src="js/load.js"></script>**  **<script type="text/javascript" src="js/splash.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/game.js"></script>** |

1. **Core mechanics** (sprite, keyboard inputs, physics, text, etc.)
2. **Scenes** (boot, scene, load scene, splash scene, menu scene, play scene, game\_over scene)
3. **Juicify** (sounds, tweens, particle effects, etc.)  
    Sounds we use, Bxfr.net or similar Tools.
4. **Improvements** (best score, custom fonts, mute button, etc.)
5. **Tilemaps** (tilesets, tilemaps, Tiled)
6. **Mobile friendly** (scaling, touch inputs, device orientation, etc.)
7. **Next steps** (game ideas, tips to create your own games)  
   Camera Follow , player , could be one.
8. **Level Design** (we implement our new Levels to the player , if the player collects x amount of items, the player will go into a time portal , and push to the new Level ,exp from Level 1 to Level 2).
9. Own Ideas