This final project consists of an RPG that uses phaser framework, and tiled map editor. This project was done with the help of Renan Netto from Zenva. In this game a player runs around trying to get the most coins before dying, where the players coins will reset. The player can get coins by defeating monsters and collecting chests. When a player attacks a monster, the monster attacks back, so the player must seek out chest for extra health. Currently the monsters are passive, so they wont attack the player unless the player is attacking the monster, which makes for an easier game. But the main purpose of this project was to learn and demonstrate a JavaScript library I wasn’t familiar with and end up with something fun! Enjoy!