Shape Catcher

User Guide

Introduction

The "**Shape Catcher**" application is a simple game application in which the user must click on the falling shapes according to the combinations given in the right tab. The game has the following rules predefined:

1. **Level:** The game has 5 levels, with each level the difficulty of them game increases, starting from 1(easy) to 5(hard).

2. **Time:** Every level has a defined time, in which the user must achieve a target score. The time starts at 90 seconds and reduces by 5 seconds for every higher level.

3. **Target:** The target is a specific score the user must achieve, within given time in order to go to the next level.

4. **Life:** The user has 3 lives before the game ends. The user loses a life for every wrong combination. The user also loses a life if the user is unable to achieve the given target within required time.

5. **Score:** For every correct combination, the user gets 20 points.

Getting Started

Requirements:

OS: Mac / Windows / Linux

Browser: Any modern browser.

Server: Any server package (WAMP used for development)

Hardware: Mouse

Launching the Application:

1. Download the application from the GitHub repository.

2. Unzip the files into one "game" folder.

3. Since Phaser.JS requires the code to be run on a server, paste the "game" folder inside your server package to be accessed from the browser through "localhost/game/game.html".

4. The game ca be played from this browser window.