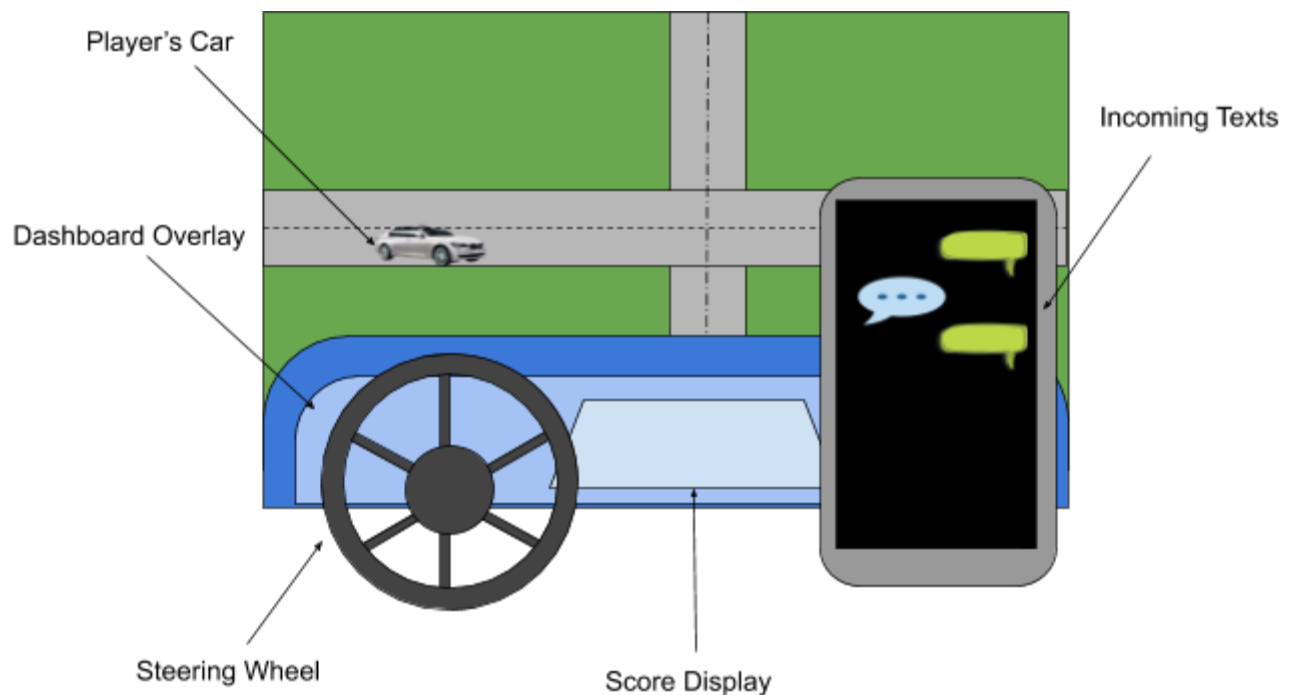


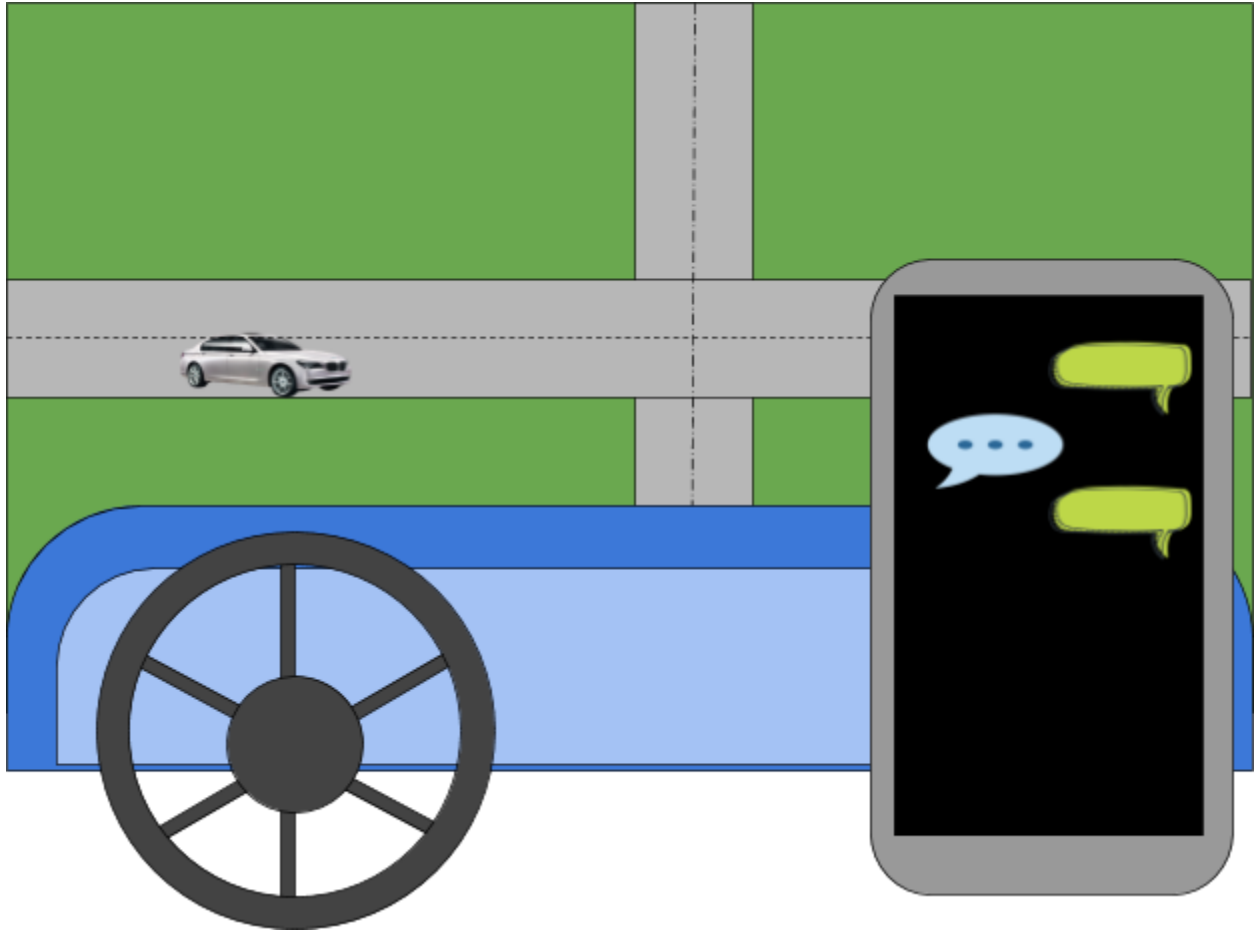
Final Project Proposal

Goal:

Build a game that emulates the texting and driving process. In this setup, the left hand would be responsible to steer the car and the right hand would be responsible to answer your phone.

Design:





The layout would comprise of a steering top-down view of the 2D car on a map. This would be overlayed by a car Dashboard overlay which would house the phone and the steering wheel.

Inspiration:

The game is supposed to be an educational game. The game is inspired by the game “Dumb Ways to Die” which was actually a game commissioned by the Melbourne Train Safety group to bring attention to the dangers around train tracks. In a similar fashion the game teaches the lesson of why one shouldn’t be reckless by being giving them a virtual experience of being reckless.

Tech Stack Used:

- Phaser JS 3: Required a lot of time skimming through documentations as it is fairly new compared to the popular version Phaser 2
- Matter JS for physics and collisions.
- The application is completely class-based unlike the examples/documentation provided by Phaser.