Game Development Using Phaser.JS

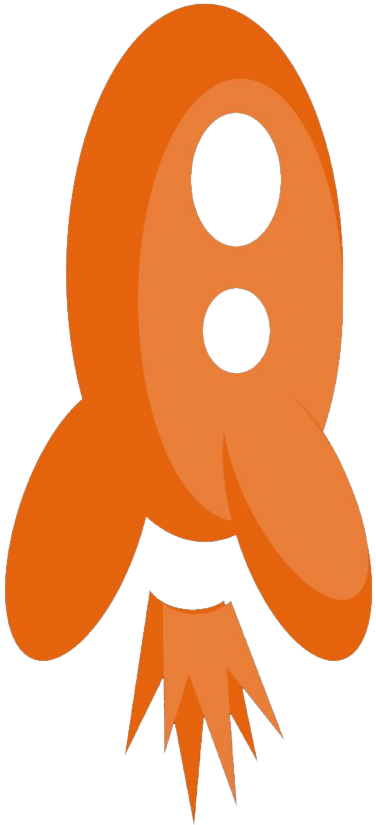
Overview Document
theDesertEagle (a.k.a. Jas)

The Classic Space Impact

The most beloved classic game.

Idea? Well, travel through adventurous space journey and kill the enemy minions. Finally, you battle with the enemy boss in a gruesome battle.

All this fun in a Web Browser game!



Tools In Action

Something without which this would not be possible…… .

- **HTML/CSS**
  Document Describing and Styling
- **Javascript**
  Responsive Scripting Language.
- **Phaser.js**
  Desktop and Mobile HTML5 Framework packed with goodies for the game developer!

More on Phaser ...

But what is it?

Phaser.JS

Space Impact

A nice little HTML5 Framework for developing awesome games!

Uses a custom build of Pixi.js 2D rendering engine, which is super fast in WebGL and Canvas rendering!

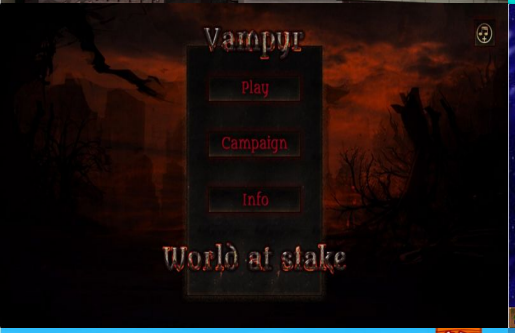
And yes, it uses Javascript for drawing objects!

Why Phaser?

For starters, it's **free**!
It's **open source**!
=> Great Developer Support and **Community**!
Friendly APIs => Makes Game Development **Easier** and **FUN**!

SPACE IMPACT

MODULE ORGANISATION



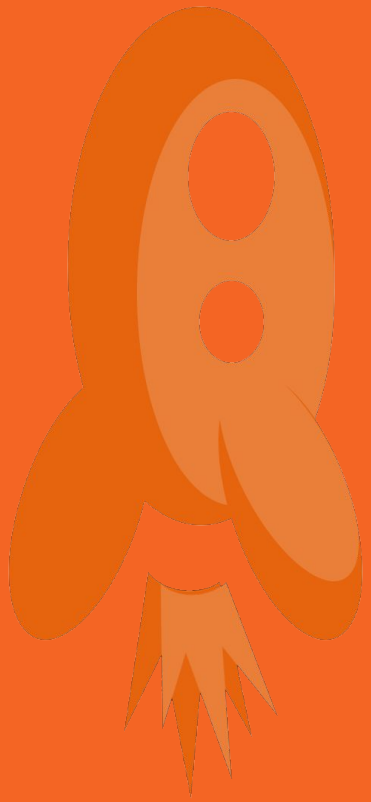
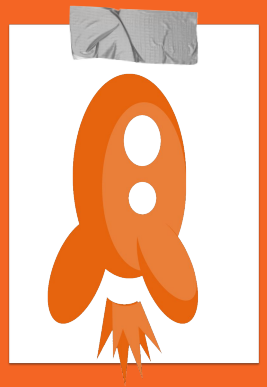
Games Made Using Phaser

Yep, it ain’t that infamous! (I Guess :P)

Thank you!!!

:)

Special Thanks To Our Professor :D !!!



IWP Project Slot E1.