

# Technical Documentation

## The 2D Game includes:

- ES6 Scenes, Group, Characters and Boot Classes;
- Use Phaser3 ES6 Template with webpack;
- Multiscene; 2 levels with a portal;
- Tilemap;
- Animated sprite (player);
- Camera Effects (follow camera and screen shake);
- Include Sound (background music and final sound);
- Collisions and Collide;
- Upload in Github: <https://github.com/viktoriiaStasiuk/2D-Game-Final-Task>

## GDD

**Target platform:** desktop, 2D browser game.

**The main goal of the game** is to make the player collect all the coins, find the gate and pass to the next level. There are 2 levels in general with the same type of tilemap but with some complications like more number of enemies.

## The game also includes:

- *Scoring*
- *Sounds* - background music and a short sound passing to the next level,
- *Game camera:*
  - Third person — following the player;
  - Camera effect — screen shake.

## Sprites:

*Player characteristic and skills:*

- is animated
- moves in 4 directions: right , left, top, down (keyboard)

- shoots the enemies with the fire balls (space shoot)
- changes the color on black with the collision
- collects coin
- number of health: 2
- the game restarts when the player loses all the health

**Enemy:**

*Enemy characteristic and skills:*

- random movings
- collisions
- number of health: 2

**Portal** - next level.