

Animal Match

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A) Description

Animal Match is an HTML5 educational, puzzle game. The game has been developed in Javascript using the Phaser 3 game engine.

The aim of the game is to match all the matching pairs of animal cards available.

There are three levels of difficulty, including:

'**Easy**': The player must match 3 pairs of animal cards.

'**Medium**': The player must match 6 pairs of animal cards.

'**Hard**': The player must match 10 pairs of animal cards.

Once all cards are paired the player is given the option to replay the game at their chosen level.

The game is set to play in landscape mode on all given devices. The resolution is set at 1334x750, the game will scale dependent on device. The user has the option to toggle full screen mode.

B) Folder Content

Animal Match folder (Matching-Template) contains all the necessary files/folders required to run the game on the required server.

1. Index.html is the entry point for the game and should be uploaded to the folder on your website, where you wish the game to appear.
For example for the game to appear on your website within your /gamefolder upload the index.html file and the assets,phaser,src folders to the /gamefolder directory of your site.

<http://www.yourwebsite.com/gamefolder/index.html>

2. src folder contains all the game code
3. phaser folder contains phaser.min.js
4. assets folder contains all the artwork and audio

C) Graphics

A majority of the Animal Match graphics were created by <https://www.kenney.nl> .

The animal game tiles are 136x136 pixels and are in .png format. If you wish to change the graphics, please retain the tile size 136x136. If you change the name of the image for example “chicken.png” becomes “robot.png”, please remember to change the appropriate name within the this.cards[] array within the MainScene.js file.

This.cards = [“chicken.png”,etc,etc] becomes this.cards = [“robot.png”,etc,etc]

All other images can be changed as required, by replacing the given graphic with your own. Please retain the size of the original graphic.

D) Game Code

The game is written in javascript, utilising Phaser 3 game Engine. The code is fully commented, giving an idea of what each line of code does and how it can be adapted. Please see the hud.js, game.js and MainScene.js files, within the src folder for more information.