CAGE

Overview

Our games are developed in HTML, CSS & Javascript and run on any web browser that supports JavaScript engine to upgrade the capability of the modern web application The games are playable through web browsers that visualize the different sprites and buttons.  The player can play the games via keyboard or touch screen.

Tic-tac-toe (American English), noughts and crosses (Commonwealth English), or Xs and Os (Irish English) is a paper-and-pencil game for two players who take turns marking the spaces in a three-by-three grid with X or O. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is the winner. It is a solved game, with a forced draw assuming best play from both players.

Angry birds. The game series focuses on a flock of birds referred to by the same name who try to save their eggs from green-colored pigs. It's based on the Angry Birds Toons, a televised animated series.

Hangman is a paper and pencil guessing game wher the player thinks of a word, phrase or sentence and tries to guess it by suggesting letters within a certain number of guesses.

Breakout, a layer of bricks lines the top third of the screen and the goal is to destroy them all by repeatedly bouncing a ball off a paddle into them.

Rock paper scissors is a hand game, usually played between two people, in which each player simultaneously forms one of three shapes with an outstretched hand. These shapes are "rock" (a closed fist), "paper" (a flat hand), and "scissors" (a fist with the index finger and middle finger extended, forming a V). "Scissors" is identical to the two-fingered V sign (also indicating "victory" or "peace") except that it is pointed horizontally instead of being held upright in the air.

The Endless Running Game  is simple to play, you only need to jump to other platform in order to survive your character. The game will be over when your character bumps into enemy obstacles, your score will be automatically displayer after the game ends.

Space Shooter. A game in which the protagonist combats a large number of enemies by shooting at them while dodging their fire. The controlling player must rely primarily on reaction times to succeed.

Menja

A game about smashing cubes. It is a 3D renderer and Menger Sponge algorithm. The player swipes from bottom of the screen to the cube to destroy the cube, when the cube hits the bottom, you lose.

Pong Game

The player must hit ball back to the other side in order to gain a score. Try to hit the ball back as you can, and careful making the ball go through to your goal. You will lose the game if you failed to hit the ball and hit goes through your goal.

Tower Game

The player only job is to perfectly place the blocks in the right place in order to gain a score, the more tower you place the greater your score will be. The game will give you 3 lives in order to stay alive, but everytime you misplace a blocks your life will decrease by one, if all your lives is consume the game will be over.

Planet Defender

Planet Defender is an arcade game in which you have to defend the Earth from attacks by space ships for as long as you can. Use various modules that will increase your damage or cover the Earth with a protective dome to hold out as long as possible.

Flip Tiles

A tile matching game using set of paired tiles randomly placed on a board with their faces/images down or hidden. The player has to find and remove all matching pairs of tiles in the least possible moves by remembering where tiles are located before the time expires.

To play Flip Tiles: Click a tile to turn it over, and then click a second tile to turn that tile over. If the tiles match, it's a win.