



p5.play.js

a p5.js library for the creation of games

By Alexander, Anne, Frederik & Maiken

Agenda:

- What is p5.play.js?
- Importing p5.play.js and finding sprites
- The Sprite class
- Syntaxes
- Code Showing w/ Alexander



What is p5.play.js?

- Game library
- Introduces sprites
- Allows easy manipulation of sprites



Importing p5.play.js

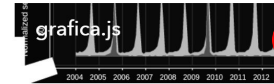
- Go to p5js.org

p5.js

Download * Start * Reference * Libraries * Learn
* Community

p5.speech provides simple, clear access to the Web Speech and Speech Recognition APIs, allowing for the easy creation of sketches that can talk and listen. Created by [R. Luke DuBois](#).

With p5.bots you can interact with your Arduino (or other microprocessor) from within the browser. Use sensor data to drive a sketch; use a sketch to drive LEDs, motors, and more! Created by [Sarah Groff-Palermo](#).



grafica.js lets you add simple but highly configurable 2D plots to

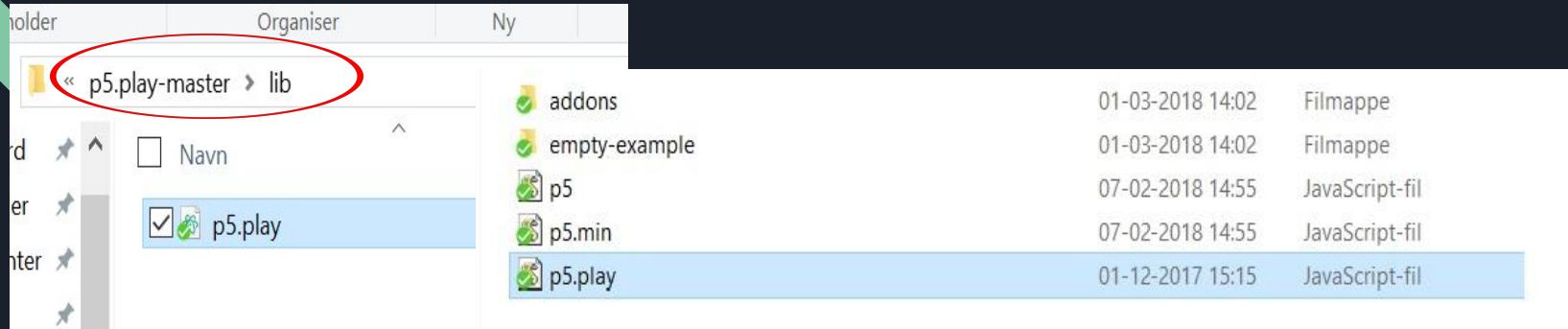


p5.play provides sprites, animations, input and collision

p5.play

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Importing p5.play.js



```
index.html
1 <!DOCTYPE html>
2 <html>
3   <head>
4     <meta name="viewport" width=device-width, initial-scale=1.0, maximum-scale=1.0, user-scalable=0>
5     <style> body {padding: 0; margin: 0;} </style>
6     <script src="../p5.min.js"></script>
7     <script src="../p5.play.js"></script>
8     <script src="../addons/p5.dom.min.js"></script>
9     <script src="../addons/p5.sound.min.js"></script>
10    <script src="sketch.js"></script>
11  </head>
12  <body>
13  </body>
14 </html>
15
```

The Sprite Class

- A 2D computer graphic
 - createSprite()
 - drawSprite()

Apps f Velkommen til Faceb Studie » Andre bogmærker



```
1 var sprite;  
2 var spriteSprite;  
3  
4 function preload() {  
5   spriteSprite = loadAnimation("sprite.png");  
6 }  
7  
8 function setup() {  
9   // put setup code here  
10  createCanvas(600,400);  
11  sprite = createSprite(400,200,50,50);  
12  frameRate(60);  
13 }  
14  
15 function draw() {  
16   background(50);  
17   drawSprite(sprite);  
18   push();  
19   translate(40,100);  
20   scale(0.2);  
21   animation(spriteSprite, 200, 50,);  
22   pop();  
23   // put drawing code here  
24 }  
25
```



Syntaxes

- `animation()`
- `changeAnimation()`
- `collide()`
- `displace()`





Livecoding w/ Alexander

"Always code as if the guy who ends up maintaining your code will be a violent psychopath who knows where you live" - John Woods