

Creating a Space Game

Wednesday, June 3, 2015

5:26 PM

Work with your partners to answer the questions below.

Questions 1 - 2 refer to the preload() function shown below:

1. Where is this game getting its files from?
2. What are the images that are being loaded in this game.

```
function preload() {  
  
    game.load.baseUrl = 'http://examples.phaser.io/assets/';  
    game.load.crossOrigin = 'anonymous';  
  
    game.load.image('ship', 'sprites/thrust_ship2.png');  
    game.load.image('bullet', 'misc/bullet0.png');  
  
}
```

Use the code below to answer the following questions:

- What is the maximum number of bullets that can be visible on the screen at any one time?
- What should happen when the bullets hit the edge of the screen?
- What should happen when the player hits the edge of the screen?
- How do you control the spaceship, according to this code?
- How do you fire bullets according to this code?
- How does this code add a custom button to the game?

```
var bullets;  
  
var cursors;  
var fireButton;  
  
var bulletTime = 0;  
var bullet;  
  
function create() {
```

```

function create() {

    bullets = game.add.physicsGroup();
    bullets.createMultiple(32, 'bullet', false);
    bullets.setAll('checkWorldBounds', true);
    bullets.setAll('outOfBoundsKill', true);

    player = game.add.sprite(400, 550, 'ship');
    game.physics.arcade.enable(player);
    player.body.collideWorldBounds = true;

    cursors = game.input.keyboard.createCursorKeys();
    fireButton = game.input.keyboard.addKey(Phaser.Keyboard.SPACEBAR);

}

```

Use the code below to answer the following questions:

- What do the left/right buttons do?
- What happens when the fire button is pressed?

```

function update () {

    player.body.velocity.x = 0;

    if (cursors.left.isDown)
    {
        player.body.velocity.x = -600;
    }
    else if (cursors.right.isDown)
    {
        player.body.velocity.x = 600;
    }

    if (fireButton.isDown)
    {
        fireBullet();
    }

}

function fireBullet () {

    if (game.time.time > bulletTime)

```

```

    if (game.time.time > bulletTime)
    {
        bullet = bullets.getFirstExists(false);

        if (bullet)
        {
            bullet.reset(player.x + 6, player.y - 12);
            bullet.body.velocity.y = -600;
            bulletTime = game.time.time + 100;
        }
    }
}

```

Next steps:

Move this code into the template file provided in this folder. Each code should be in the correct place in the template.html file.

- Add more commands to make the ship move around the entire screen
- Add a line that draws a score to the screen.
- If a bullet hits a block, the block should disappear, and the score should go up by 10. This will require looking at the code from the previous projects to get an idea of how this works.
- Make the blocks all move downwards at a slow speed. If the ship collides with a block, the game should end.