

ImpactJS Presentation

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Why ImpactJS?

- ▶ Collision handling
- ▶ Camera pluginss
- ▶ Map Editor
- ▶ Player Physics
- ▶ Strong OOP Design

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- ▶ object : person = { name: David, Age: 23 }
- ▶ undefined : typeof person === undefined
- ▶ null : var x = null

JavaScript Objects

```
var person = {  
  name: David,  
  age: 23,  
  major: Computer Science  
};
```

```
person.name; // David  
person.age; // 23  
person.major; // Computer Science
```

Init Function

```
init: function(){  
    // Init function is only run once  
    ig.input.bind( ig.KEY.LEFT_ARROW, 'left');  
    ig.input.bind( ig.KEY.RIGHT_ARROW, 'right');  
    ig.input.bind( ig.KEY.X, 'jump');  
}
```

Update Function

```
update: function(){  
    // update is run once per frame  
    if( typeof player === undefined ){  
        var player = this.getEntitiesByType(EntityPlayer)[0];  
        this.screen.x = player.pos.x - ig.system.width/2;  
        this.screen.y = player.pos.y - ig.system.height/2;  
    }  
}
```

Draw Function

```
draw: function(){  
    this.parent();  
    if(this.font){  
        var player = this.getEntitiesByType(EntityPlayer)[0];  
        this.font.draw('Health: ' + player.health, 50, 10, ig.  
            Font.ALIGN.CENTER);  
    }  
}
```