

CreateJS Rational

Our motivation and alternatives explored

Requirements

- Render 2D graphics
- Render arbitrary shapes, texts, and preferably load bitmaps using one technology
- No need for lighting effects, physics, or 3D rendering — no OpenGL
- Preferably run on the client side (Trying to keep the game mostly in the frontend)
- Great documentation for a quick start

Choices

There is a myriad of options when it comes to web-based rendering technologies. They differ in their presence of documentation, ease of use, and capabilities. We wanted to find a technology that meets our requirements, but also is void of features we do not need. Below is a list of our considerations and thoughts.

createJS

- Good documentation
- Renders 2D graphics, including shapes, text, and bitmaps
- Excellent demos and open source code for a quick start
- Uses the HTML5 canvas

phaser.js

- Renders 3D, 2D graphics
- Uses the HTML5 canvas and openGL when available
- Bundled with its own IDE
- Very robust

Scratch

- Not very flexible, can only do what scratch lets you
- Allows customization for non-technical people
- No coding involved
- Seems out-of-scope with a senior design course

Decision

We decided to go with create.js because it fulfills our requirements without bloating our technology stack with unneeded features.