

PUBLISHING AN APP ON PLAYSTORE



What is our GOAL for this MODULE?

We have modified screen dimensions, added touches to our game and finally generated apk files.

What did we ACHIEVE in the class TODAY?

- Adjusted the game dimension to fit all screen sizes.
- Made the game touch-friendly for smartphones.
- Built a mobile wrapper around the game to generate an apk file.

Which CONCEPTS/ CODING BLOCKS did we cover today?

- Screen dimensions.
- Touches for smartphones.
- Generating apk files.

How did we DO the activities?

1. Adjust the game dimensions to fit all the screen sizes. Adjust the width and height of sprites according to the screen size.

```

38 }
39
40 function setup() {
41   createCanvas(windowWidth, windowHeight);
42
43   sun = createSprite(width-50,100,10,10);
44   sun.addAnimation("sun", sunAnimation);
45   sun.scale = 0.1
46
47   trex = createSprite(50,height-70,20,50);
48
49
50   trex.addAnimation("running", trex_running);
51   trex.addAnimation("collided", trex_collided);
52   trex.setCollider('circle',0,0,350)
53   trex.scale = 0.08
54   // trex.debug=true
55
56   invisibleGround = createSprite(width/2,height-10,width,125);
57
58   invisibleGround.shapeColor = "#f4cbaa";

```

2. Check if there is a touch or a tap as the phone doesn't have a space key to make the Trex jump.

```

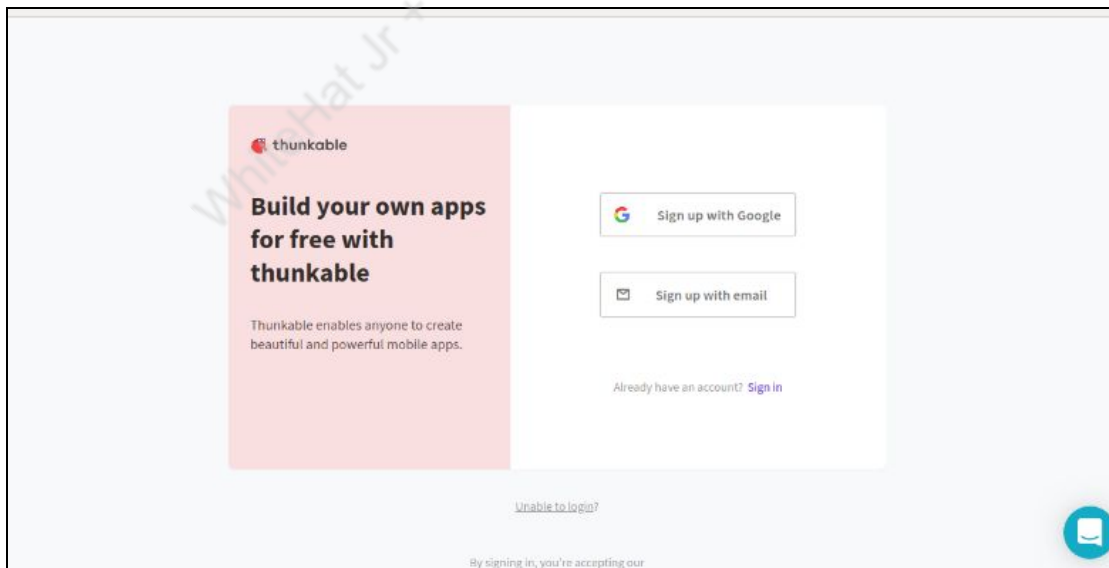
92
93 if (gameState===PLAY){
94   score = score + Math.round(getFrameRate()/60);
95   ground.velocityX = -(6 + 3*score/100);
96
97   if((touches.length > 0 || keyDown("SPACE")) && trex.y >=
height-120) {
98     jumpSound.play( )
99     trex.velocityY = -10;
100     touches = [];
101   }
102
103   trex.velocityY = trex.velocityY + 0.8
104
105   if (ground.x < 0){
106     ground.x = ground.width/2;
107   }
108
109   trex.collide(invisibleGround);
110   spawnClouds();
111   spawnObstacles();
112

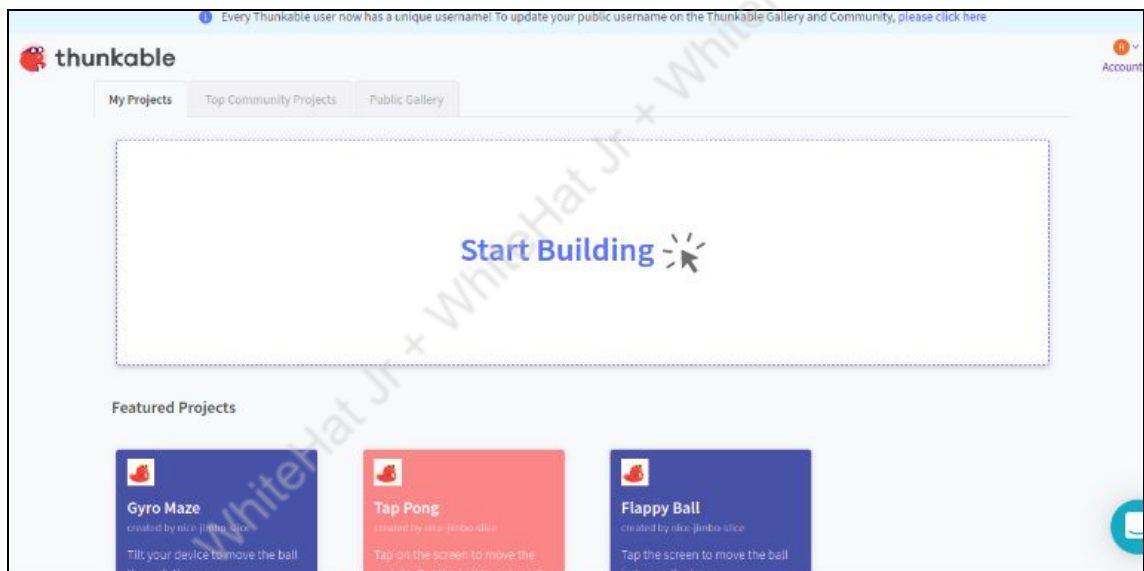
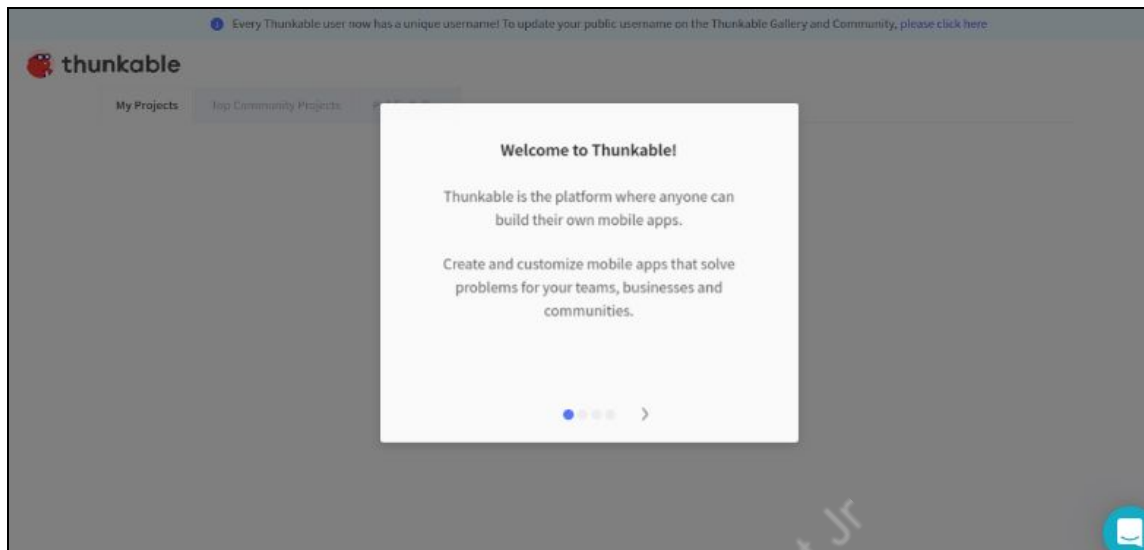
```

3. Make the game suitable for all screen sizes.

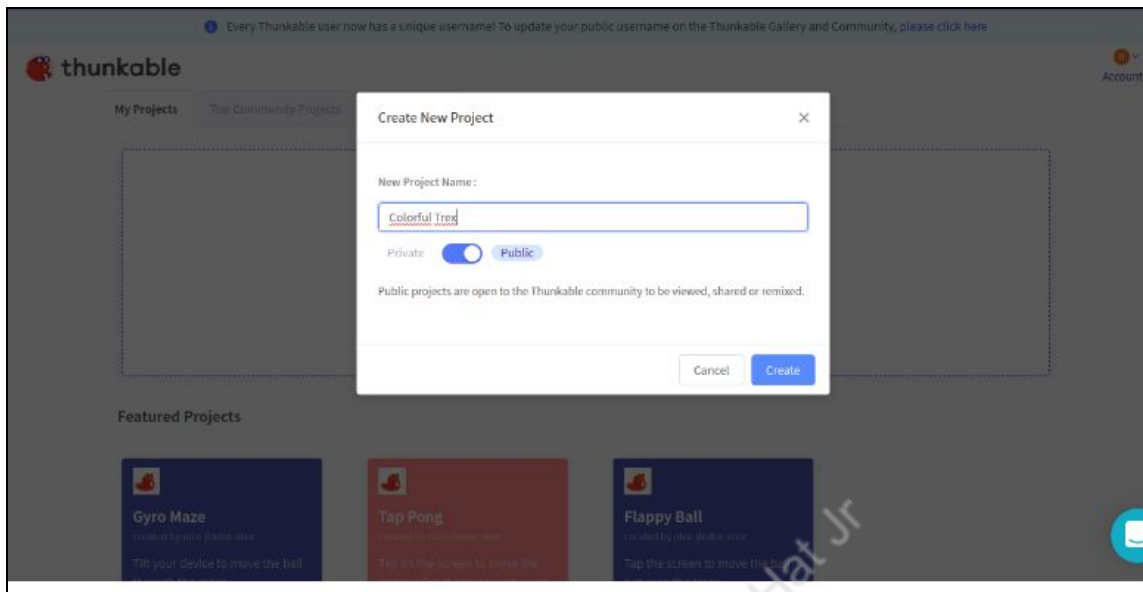


4. Publish the game using thinkable.
 - Create an account in thinkable or sign up with google

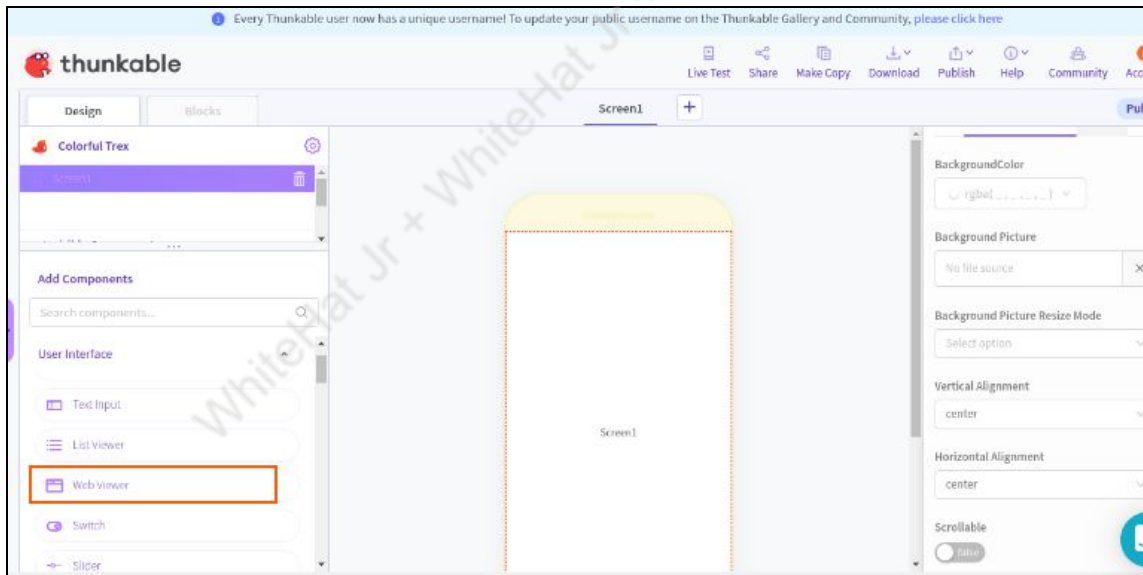


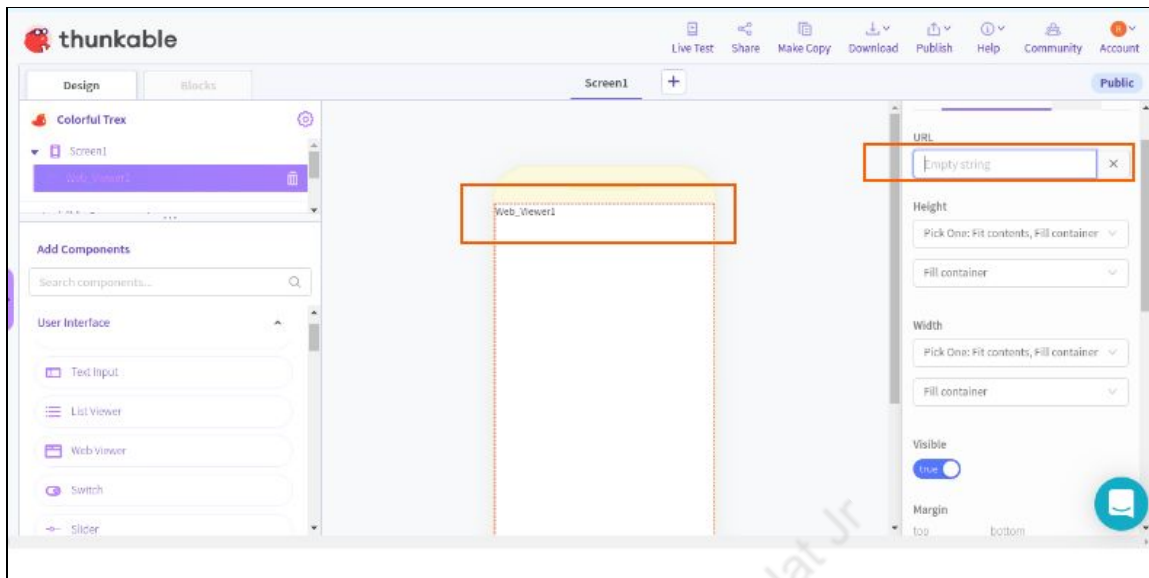


- Add the project name inside the new project name tab.

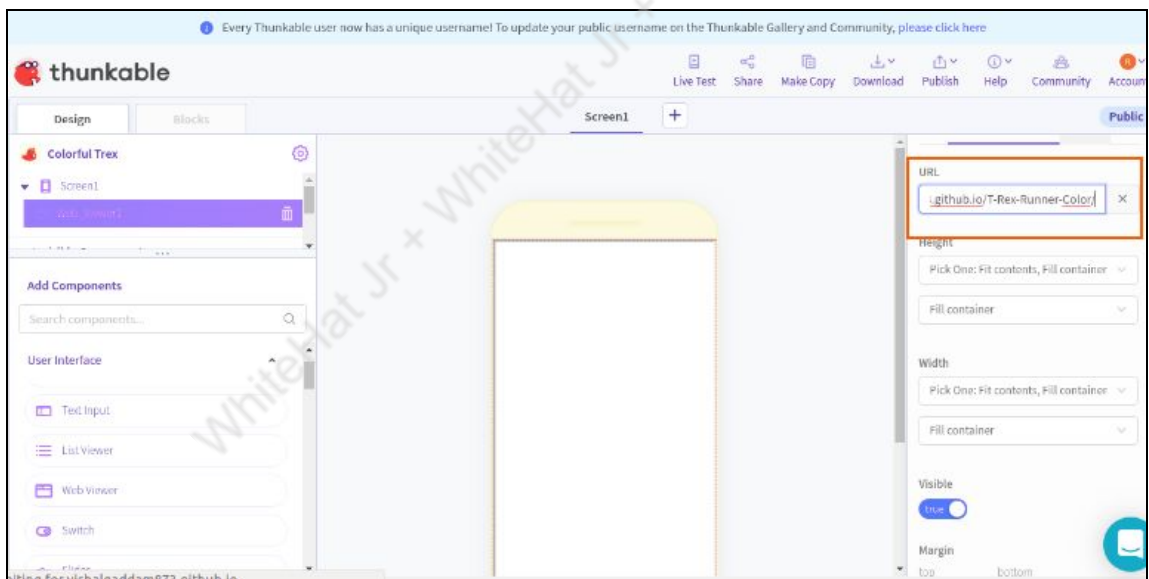


5. Locate and add the “Web Viewer” component to the screen.

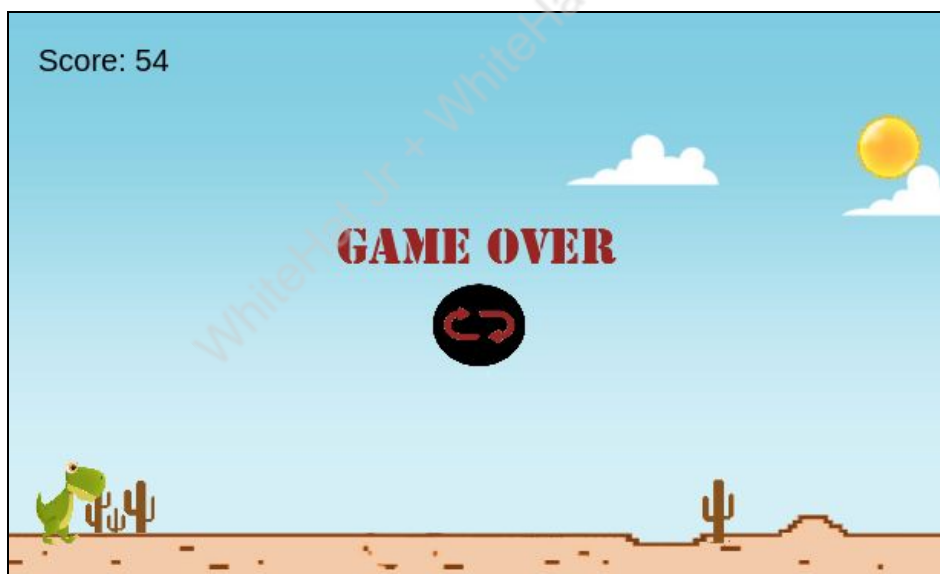
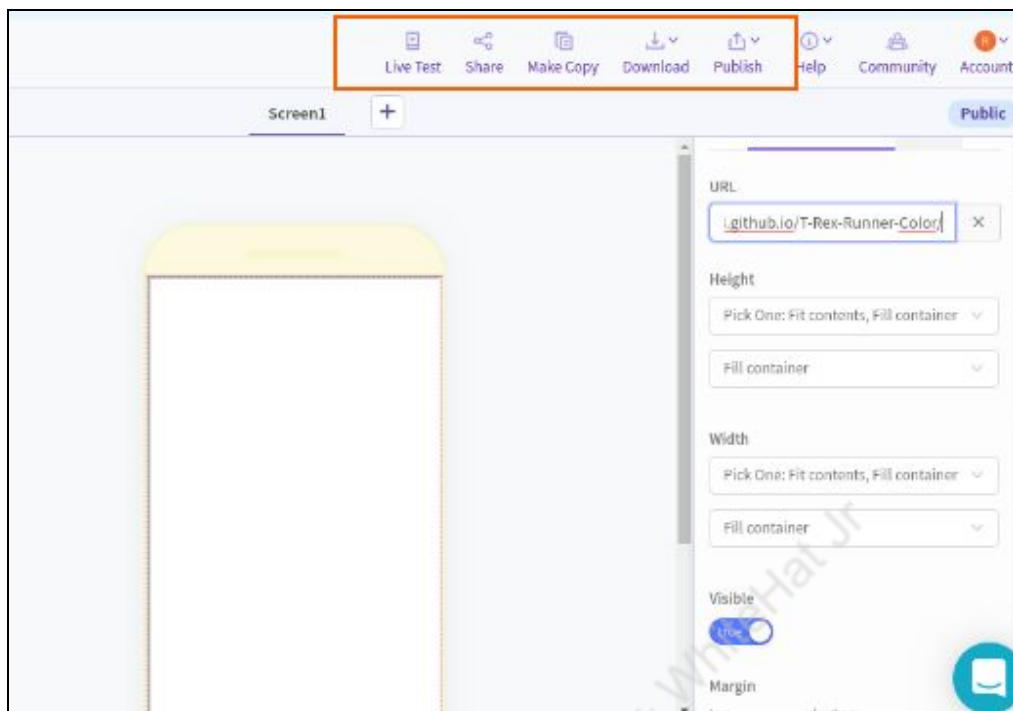




6. Add the GitHub link in the URL part.



7. Live test on the app and also, download the apk to be installed on Android or an ipa file which can be installed on iOS.



8. Use an array and execute a coin tossing code block just for fun.



What's next?

We will learn to create another infinite running game.

Extend Your Knowledge:

1. Learn more about touches in p5: <https://p5js.org/reference/#/p5/touches>