

SETTING UP A LOCAL ENVIRONMENT AND HOSTING A GAME ONLINE



What is our GOAL for this MODULE?

We used JavaScript libraries to set up a local environment and used GitHub to host an online game.

What did we ACHIEVE in the class TODAY?

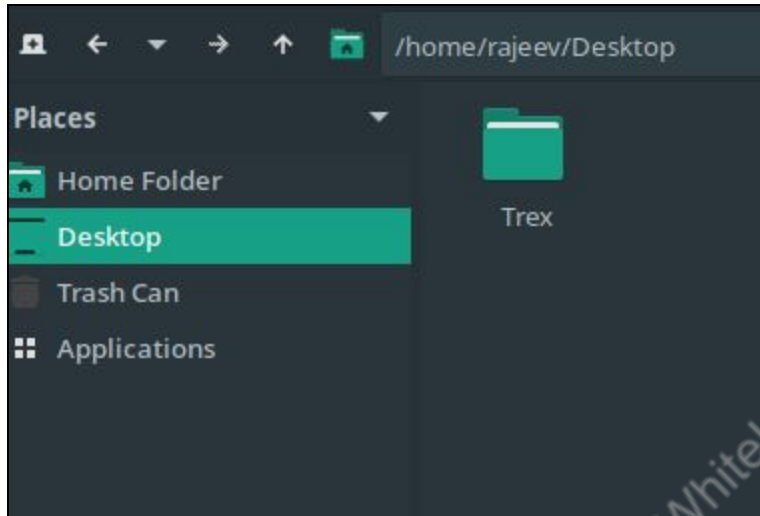
- Set up a local environment to write and test code using JavaScript.
- Installed Visual Studio Code and changed the background using Visual studio Text Editor.
- Hosted a game online on GitHub.

Which CONCEPTS/ CODING BLOCKS did we cover today?

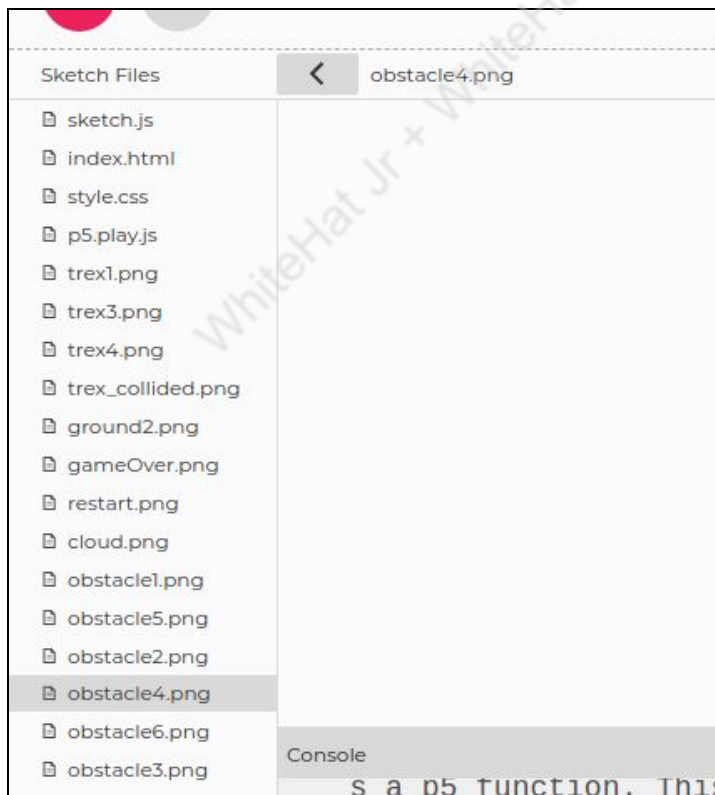
- Set up a local environment.
- Used Visual Studio Code as Text Editor.
- Used Github pages to host the game online.

How did we DO the activities?

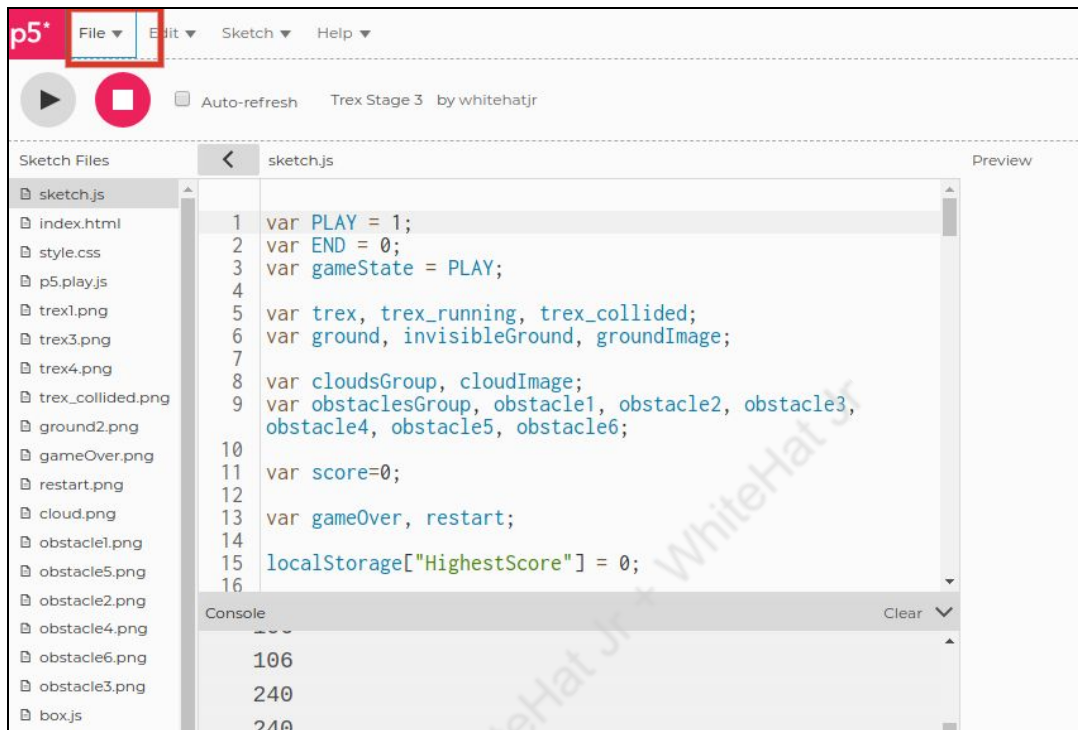
1. Create a local Trex folder on the local machine.



- Identify the files we used to create the Trex game.



2. Recreate the files in the local machine by downloading the zip folder and then unzipping it.



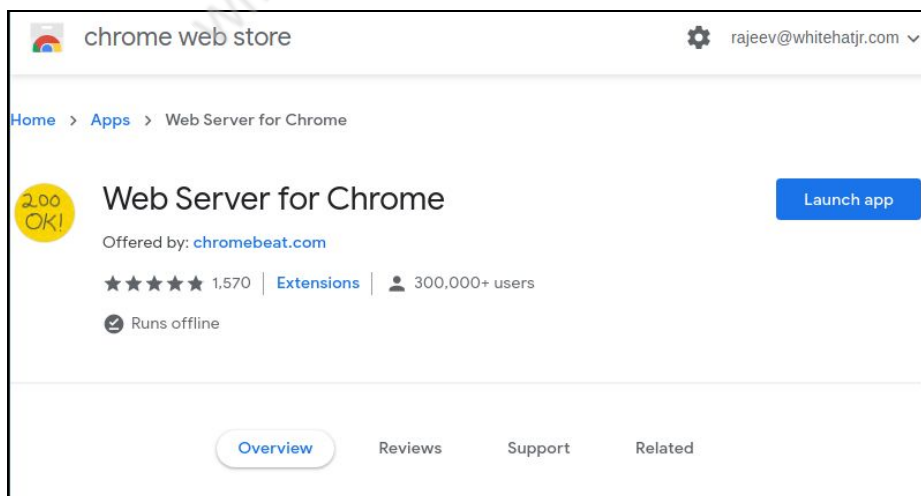
- Cross-check the files present in the unzipped folder.

Filename	Original Size
p5.dom.min.js	2189
p5.sound.min.js	1486
p5.js	3095
sketch.js	4597
index.html	351
style.css	71
box.js	0
test.txt	0
trex1.png	4740
trex3.png	4755
ground2.png	1333
trex_collided.png	6828
trex4.png	4649
cloud.png	987
restart.png	5085
obstacle2.png	7306

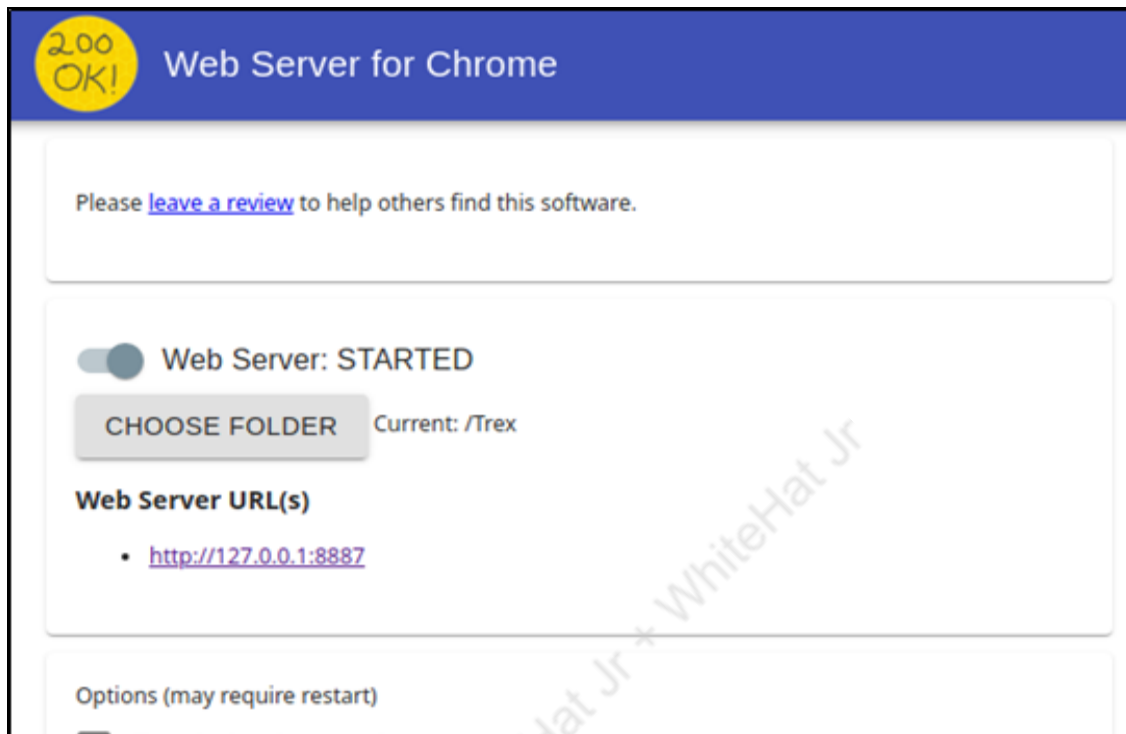
- Copy the files inside the Trex folder.



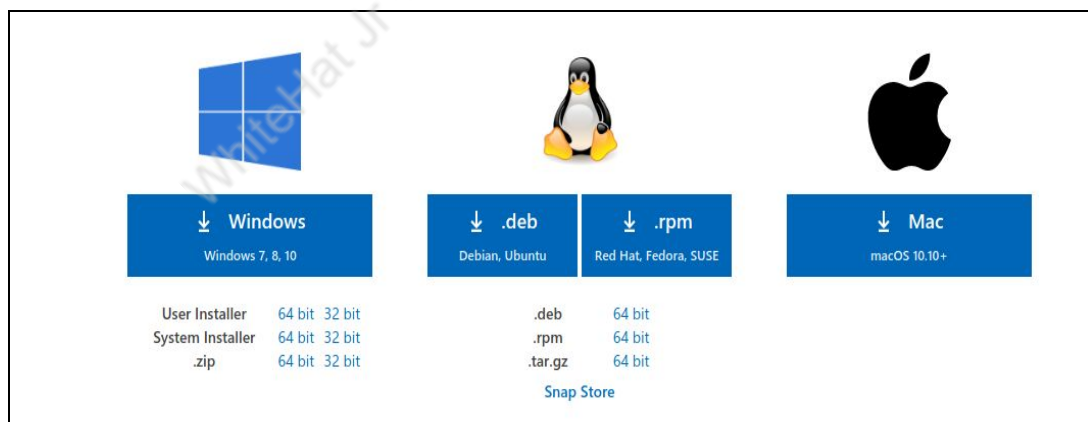
3. Host the files on the server to run the game by using the chrome plugin 200 OK! Web Server.



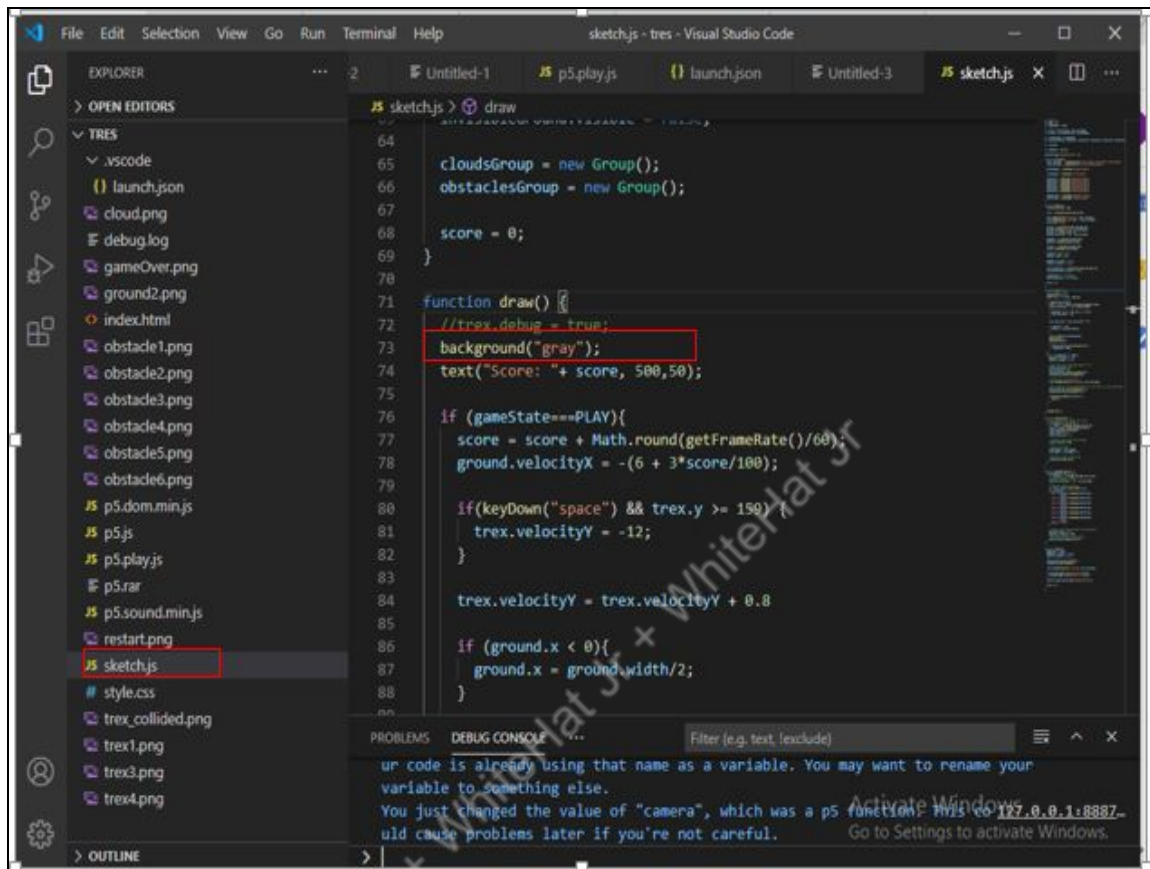
- Launch the application and point it to the folder which has the Trex files.



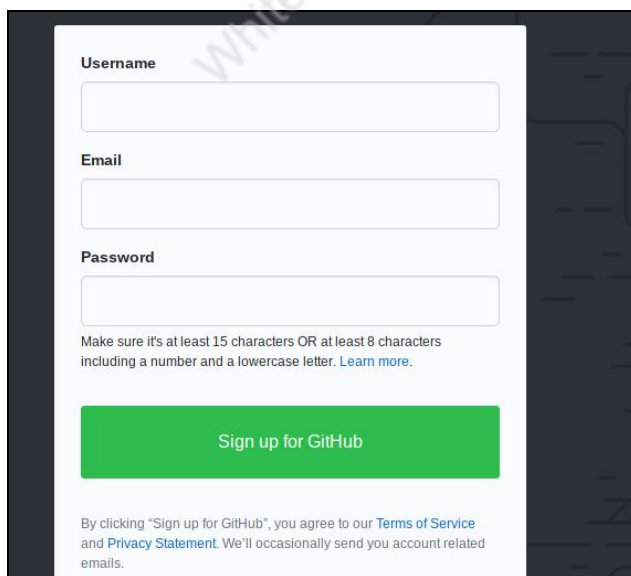
4. Install Visual Code Editor on the system.



- Open the project folder in the editor and make changes to code.



5. Login to the GitHub page and host the project.



Username

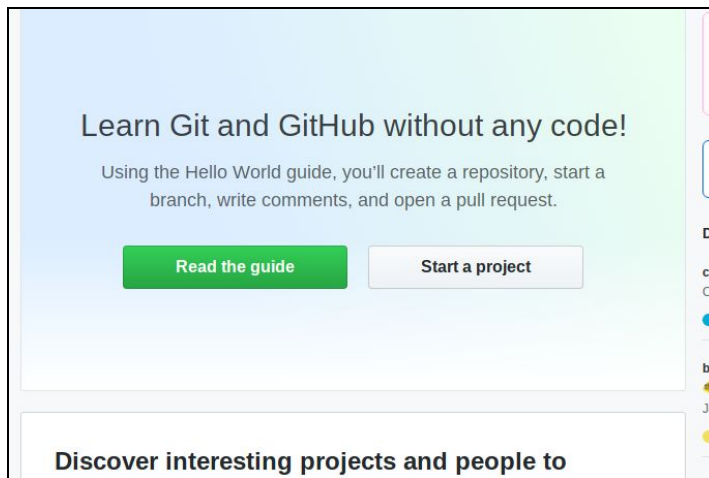
Email

Password

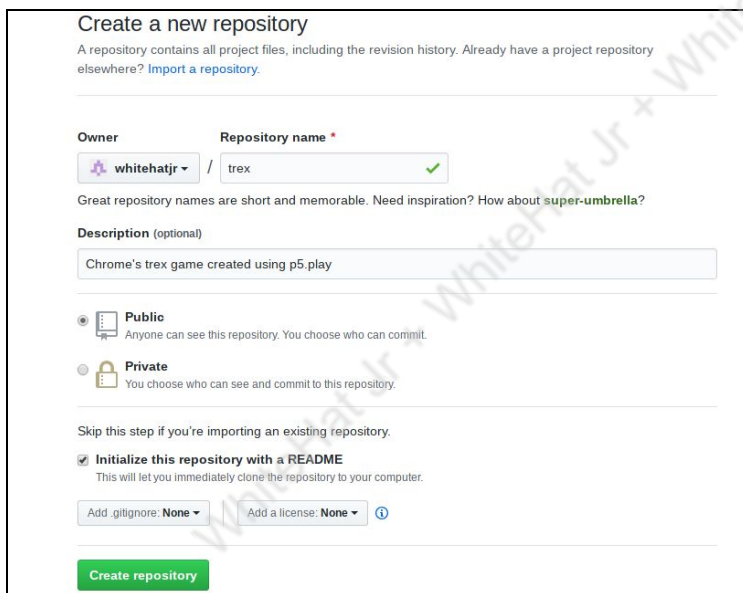
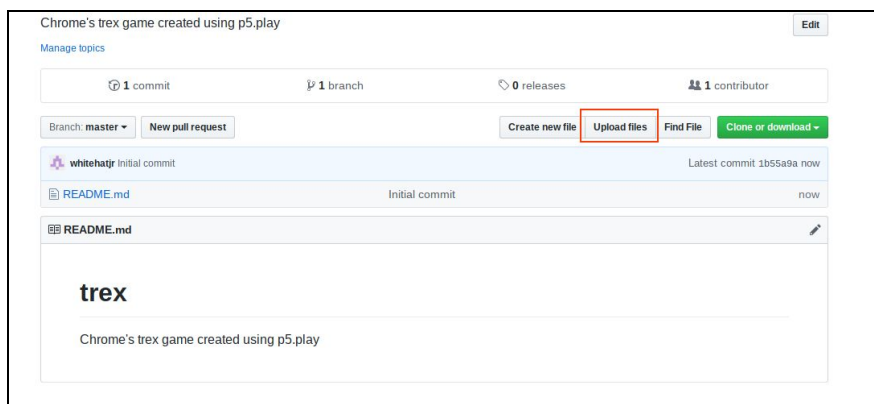
Make sure it's at least 15 characters OR at least 8 characters including a number and a lowercase letter. [Learn more.](#)

[Sign up for GitHub](#)

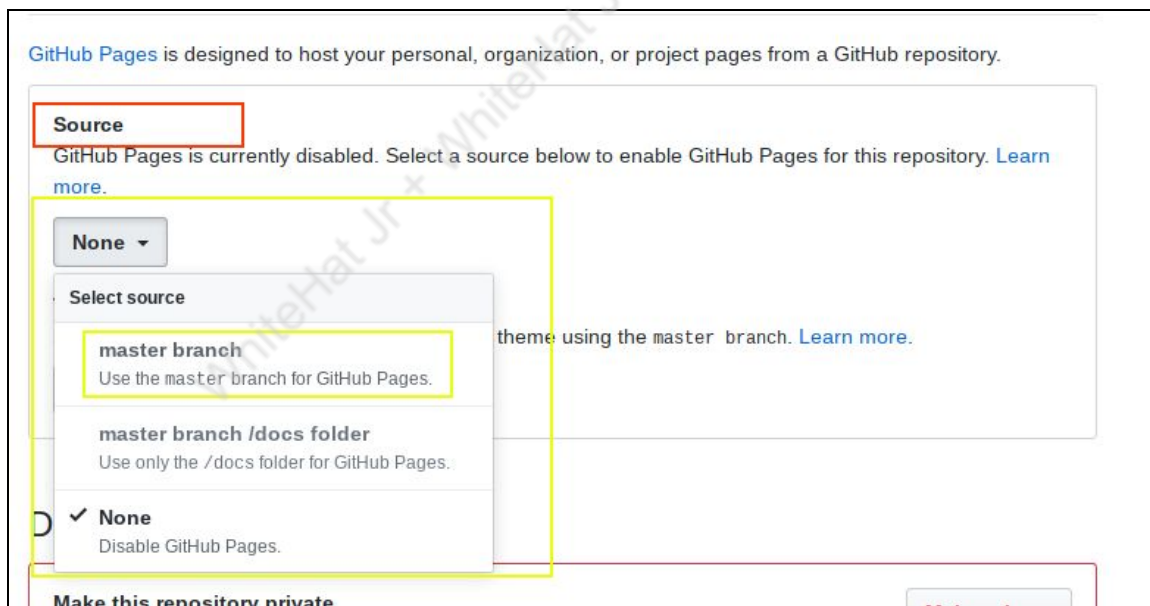
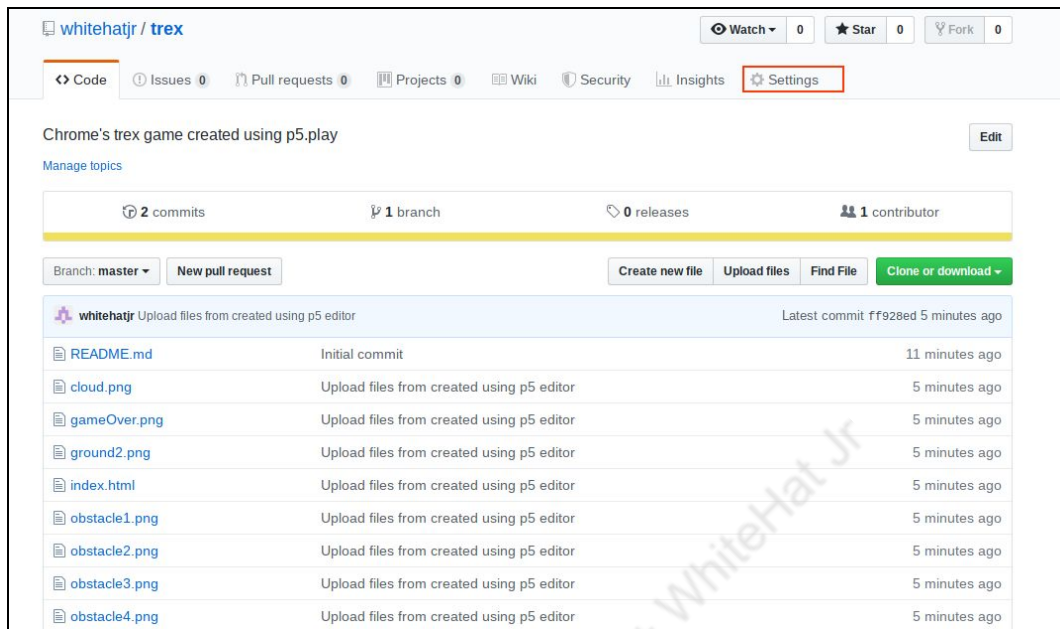
By clicking "Sign up for GitHub", you agree to our [Terms of Service](#) and [Privacy Statement](#). We'll occasionally send you account related emails.

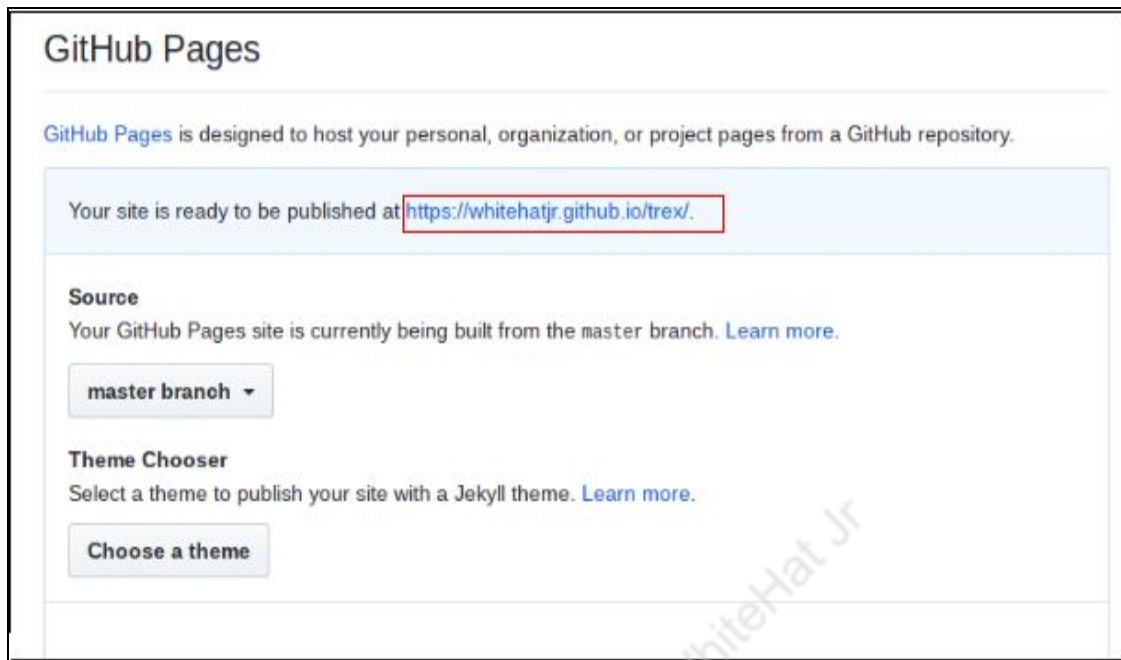


6. Create a new GitHub file and upload the Trex code to it.

A screenshot of the "Create a new repository" form on GitHub. The form includes fields for "Owner" (whitehatjr) and "Repository name" (trex). Below these is a "Description (optional)" field with the text "Chrome's trex game created using p5.play". There are radio buttons for "Public" (selected) and "Private". A checkbox "Initialize this repository with a README" is checked. At the bottom, there are dropdowns for "Add .gitignore: None" and "Add a license: None". A green "Create repository" button is at the bottom.

- Host the project files using the GitHub pages.





Output:



What's next?

We will learn to write the complete code on the local machine.

Extend Your Learning:

1. Learn more about **Visual Studio Code**:
<https://code.visualstudio.com/docs/getstarted/introvideos>

WhiteHat Jr + WhiteHat Jr + WhiteHat Jr