

HTML5 and Phaser

Mike Boch

Phaser

- Built in physics engines (3 types)
- Runs on mobile (low hardware requirements)
- Plugin system
- Simple sprites, particles, and animations
- Can handle touch screens

Example (http://examples.phaser.io/_site/view_full.html?d=games&f=breakout.js&t=breakout)

- `preload()` -> loads assets
- `create()` -> like main, sets up game
- `update()` -> main loop (onTick)
- events (physics, input, etc) can map to functions (like `eventListeners` and `eventHandlers` in Java)

Questions

- Can we use UD to host the web server?
- What IDE or editor should we use as a group?
- Do we need to install anything on their hardware?