Implementing Common Components of Video Games

After completing this chapter, you will be able to:

* Control the position, size, and rotation of Renderable objects to construct complex movements and animations
* Receive keyboard input from the player to control and animate Renderable objects
* Work with asynchronous loading and unloading of external assets
* Define, load, and execute a simple game level from a scene file
* Change game levels by loading a new scene
* Work with sound clips for background music and audio cues

# Introduction

In the previous chapters, a skeletal game engine was constructed to support basic drawing operations. Drawing is the first step to constructing your game engine because it allows you to observe the output while continuing to expand the game engine functionality. In this chapter, the two important mechanisms, interactivity and resource support, will be examined and added to the game engine. Interactivity allows the engine to receive and interpret player input, while resource support refers to the functionality of working with external files like the GLSL shader source code files, audio clips, and images.

This chapter begins by introducing you to the game loop, a critical component that creates the sensation of real-time interaction and immediacy in nearly all video games. Based on the game loop foundation, player keyboard input will be supported via integrating the corresponding HTML5 functionality. A resource management infrastructure will be constructed from the ground up to support the efficient loading, storing, retrieving, and utilization of external files. Functionality for working with external text files (for example, the GLSL shader source code files) and audio clips will be integrated with corresponding example projects. Additionally, game scene architecture will be derived to support the ability to work with multiple scenes and scene transitions, including scenes that are defined in external scene files. By the end of this chapter, your game engine will support player interaction via the keyboard, have the ability to provide audio feedback, and be able to transition between distinct game levels including loading a level from an external file.

# The Game Loop

One of the most basic operations of any video game is the support of seemingly instantaneous interactions between the players’ input and the graphical gaming elements. In reality, these interactions are implemented as a continuous running loop that receives and processes player input, updates the game state, and renders the game. This constantly running loop is referred to as the game loop.

To convey the proper sense of instantaneity, each cycle of the game loop must be completed within a normal human’s reaction time. This is often referred to as real time, which is the amount of time that is too short for humans to detect visually. Typically, real-time can be achieved when the game loop is running at a rate of higher than 40 to 60 cycles in a second. Since there is usually one drawing operation in each game loop cycle, the rate of this cycle is also referred to as frames per second (FPS), or the frame rate. An FPS of 60 is a good target for performance. This is to say, your game engine must receive player input, update the game world, and then draw the game world all within 1/60th of a second!

The game loop itself, including the implementation details, is the most fundamental control structure for a game. With the main goal of maintaining real-time performance, the details of a game loop’s operation are of no concern to the rest of the game engine. For this reason, the implementation of a game loop should be tightly encapsulated in the core of the game engine with its detailed operations hidden from other gaming elements.

## Typical Game Loop Implementations

A game loop is the mechanism through which logic and drawing are continuously executed. A simple game loop consists of drawing all objects, processing the player input, and updating the state of those objects, as illustrated in the following pseudocode:

initialize();

while(game running) {

draw();

input();

update();

}

As discussed, an FPS of 60 is required to maintain the sense of real-time interactivity. When the game complexity increases, one problem that may arise is when sometimes a single loop can take longer than 1/60th of a second to complete, causing the game to run at a reduced frame rate. When this happens, the entire game will appear to slow down. A common solution is to prioritize some operations over others. That is, the engine can be designed in such a way as to fixate the game loop on completing operations that the engine deems more vital while skipping others. Since correct input and updates are required for a game to function as designed, it is often the draw operation that is skipped when necessary. This is referred to as frame skipping, and the following pseudocode illustrates one such implementation:

elapsedTime = now;

previousLoop = now;

while(game running) {

elapsedTime += now - previousLoop;

previousLoop = now;

draw();

input();

while( elapsedTime >= UPDATE\_TIME\_RATE ) {

update();

elapsedTime -= UPDATE\_TIME\_RATE;

}

}

In the previous pseudocode listing, UPDATE\_TIME\_RATE is the required real-time update rate. When the elapsed time between the game loop cycle is greater than the UPDATE\_TIME\_RATE, update() will be called until it is caught up. This means that the draw() operation is essentially skipped when the game loop is running too slowly. When this happens, the entire game will appear to run slowly, with lagging gameplay input responses and skipped frames. However, the game logic will continue to function correctly.

Notice that the while loop that encompasses the update() function call simulates a fixed update time step of UPDATE\_TIME\_RATE. This fixed time step update allows for a straightforward implementation in maintaining a deterministic game state. This is an important component to make sure your game engine functions as expected whether running optimally or slowly.

To ensure the focus is solely on the understanding of the core game loop’s draw and update operations, input will be ignored until the next project.

## The Game Loop Project

This project demonstrates how to incorporate a game loop into your game engine and to support real-time animation by drawing and updating Renderables. You can see an example of this project running in Figure 4-1. The source code to this project is defined in the chapter4/4.1.game\_loop folder.

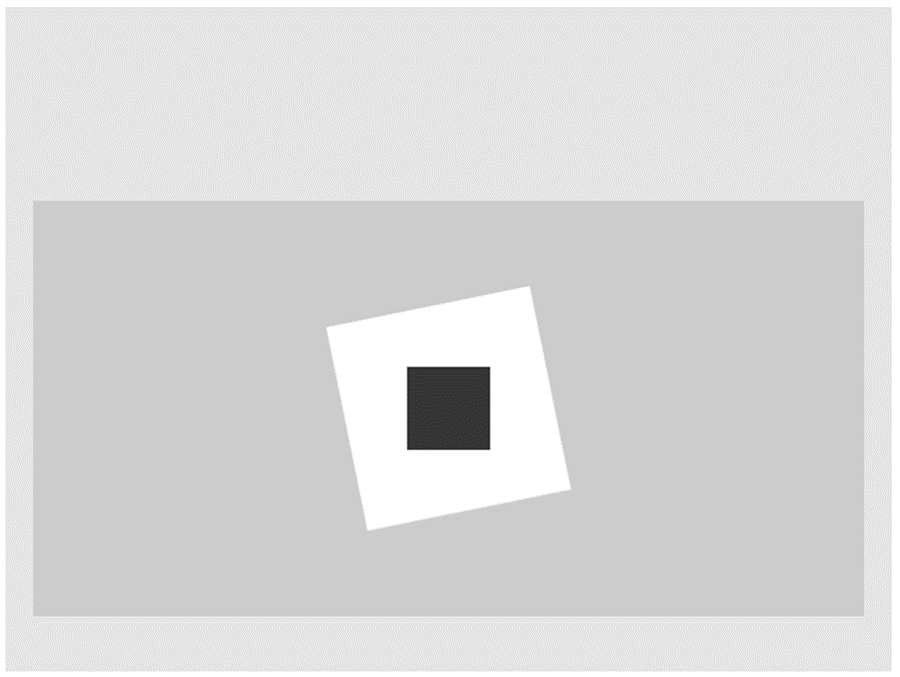


Figure 4-1. Running the Game Loop project

The goals of the project are as follows:

* To understand the internal operations of a game loop
* To implement and encapsulate the operations of a game loop
* To gain experience with continuous draw and update to create animation

### Implement the Game Loop Component

The game loop component is core to the game engine’s functionality and thus should be located similarly to that of vertex\_buffer, as a file defined in the src/engine/core folder.

1. Create a new file for the loop module in the src/engine/core folder and name the file loop.js.
2. Add the following instance variables to keep track of frame rate, processing time or milliseconds per frame, the gameloop’s current run state, and a reference to the current scene as follows:

"use strict"

const kUPS = 60; // Updates per second

const kMPF = 1000 / kUPS; // Milliseconds per update.

// Variables for timing gameloop.

let mPrevTime;

let mLagTime;

// The current loop state (running or should stop)

let mLoopRunning = false;

let mCurrentScene = null;

let mFrameID = -1;

Notice that kUPS is the updates per second similar to the FPS discussed and it is set to 60, or 60 updates per second. The time available for each update is simply 1/60 seconds. Since there are 1000 milliseconds in a second, the available time for each update in milliseconds is 1000 \* (1/60), or kMPF.

**Note** When the game is running optimally, frame drawing and updates are both maintained at the same rate, FPS and kUPS can be thought of interchangeably. However, when lag occurs the loop skips frame drawing and prioritizes updates. In this case, FPS will decrease while kUPS will be maintained.

1. Add a function to run the core loop as follows:

function loopOnce() {

if (mLoopRunning) {

// Step A: set up for next call to LoopOnce and update input!

mFrameID = requestAnimationFrame(loopOnce);

// Step B: now let's draw

// draw() MUST be called before update()

// as update() may stop the loop!

mCurrentScene.draw();

// Step C: compute how much time has elapsed since last loopOnce was executed

let currentTime = performance.now();

let elapsedTime = currentTime - mPrevTime;

mPrevTime = currentTime;

mLagTime += elapsedTime;

// Step D: Make sure we update the game the appropriate number of times.

// Update only every Milliseconds per frame.

// If lag larger then update frames, update until caught up.

while ((mLagTime >= kMPF) && mLoopRunning) {

mCurrentScene.update();

mLagTime -= kMPF;

}

}

}

**Note** The performance.now() function returns a timestamp in milliseconds.

Notice the similarity between the pseudocode examined previously and the steps B, C, and D of the loopOnce() function. That is, the drawing of the scene or game in step B, the calculation of the elapsed time since last update in step C, and the prioritization of update if the engine is lagging behind.

The main difference is that the outermost while loop is implemented based on the HTML5 requestAnimationFrame() function call at step A. The requestAnimationFrame() function will, at an approximated rate of 60 times per second, invoke the function pointer that is passed in as its parameter. In this case, the loopOnce() function will be called continuously at approximately 60 times per second. Notice that each call to the requestAnimationFrame() function will result in exactly one execution of the corresponding loopOnce() function and thus draw only once. However, if the system is lagging, multiple updates can occur during this single frame.

**Note** The requestAnimationFrame() function is an HTML5 utility provided by the browser that hosts your game. The precise behavior of this function is browser implementation dependent.

**Note** The mLoopRunning condition of the while loop in step D is a redundant check for now. This condition will become important in later sections when update() can call stop() to stop the loop (for example, for level transitions or the end of the game).

1. Declare a function to start the game loop. This function initializes the game or scene, the frame time variables, and the loop running flag before calling the first requestAnimationFrame() with the loopOnce function as its parameter to begin the game loop.

function start(scene) {

if (mLoopRunning) {

throw new Error("loop already running")

}

mCurrentScene = scene;

mCurrentScene.init();

mPrevTime = performance.now();

mLagTime = 0.0;

mLoopRunning = true;

mFrameID = requestAnimationFrame(loopOnce);

}

1. Declare a function to stop the game loop. This function simply stops the loop by setting mLoopRunning to false and cancels the last requested animation frame.

function stop() {

mLoopRunning = false;

// make sure no more animation frames

cancelAnimationFrame(mFrameID);

}

1. Lastly, remember to export the desired functionality to the rest of the game engine, in this case just the start and stop functions.

export {start, stop}

### Working with the Game Loop

To test the game loop implementation, your game class must now implement draw(), update(), and init() functions. This is because to coordinate the beginning and the continual operation of your game, these functions are being called from the core of the game loop—init() function from the loop.start() function, while draw() and update() from the loop.loopOnce() function.

1. Edit your my\_game.js file to provide access to the loop by importing from the module. Allowing game developer access to the game loop module is a temporary measure and will be corrected in later sections.

// Accessing engine internal is not ideal,

// this must be resolved! (later)

import \* as loop from "../engine/core/loop.js";

1. Replace the MyGame constructor with the following:

constructor() {

// variables for the squares

this.mWhiteSq = null; // these are the Renderable objects

this.mRedSq = null;

// The camera to view the scene

this.mCamera = null;

}

1. Add an initialization function to set up a camera and two Renderable objects.

init() {

// Step A: set up the cameras

this.mCamera = new engine.Camera(

vec2.fromValues(20, 60), // position of the camera

20, // width of camera

[20, 40, 600, 300] // viewport (orgX, orgY, width, height)

);

this.mCamera.setBackgroundColor([0.8, 0.8, 0.8, 1]);

// sets the background to gray

// Step B: Create the Renderable objects:

this.mWhiteSq = new engine.Renderable();

this.mWhiteSq.setColor([1, 1, 1, 1]);

this.mRedSq = new engine.Renderable();

this.mRedSq.setColor([1, 0, 0, 1]);

// Step C: Initialize the white Renderable object: centered, 5x5, rotated

this.mWhiteSq.getXform().setPosition(20, 60);

this.mWhiteSq.getXform().setRotationInRad(0.2); // In Radians

this.mWhiteSq.getXform().setSize(5, 5);

// Step D: Initialize the red Renderable object: centered 2x2

this.mRedSq.getXform().setPosition(20, 60);

this.mRedSq.getXform().setSize(2, 2);

}

1. Draw the scene as before by clearing the canvas, setting up the camera, and drawing each square.

draw() {

// Step A: clear the canvas

engine.clearCanvas([0.9, 0.9, 0.9, 1.0]); // clear to light gray

// Step B: Activate the drawing Camera

this.mCamera.setViewAndCameraMatrix();

// Step C: Activate the white shader to draw

this.mWhiteSq.draw(this.mCamera);

// Step D: Activate the red shader to draw

this.mRedSq.draw(this.mCamera);

}

1. Add an update() function to animate a moving white square and a pulsing red square.

update() {

// For this very simple game, let's move the white square and pulse the red

let whiteXform = this.mWhiteSq.getXform();

let deltaX = 0.05;

// Step A: Rorate the white square

if (whiteXform.getXPos() > 30) // this is the right-bound of the window

whiteXform.setPosition(10, 60);

whiteXform.incXPosBy(deltaX);

whiteXform.incRotationByDegree(1);

// Step B: pulse the red square

let redXform = this.mRedSq.getXform();

if (redXform.getWidth() > 5)

redXform.setSize(2, 2);

redXform.incSizeBy(0.05);

}

Recall that the update() function is called at about 60 times per second, and each time the following happens:

* Step A for the white square: Increase the rotation by 1 degree; increase the x-position by 0.05 and reset to 10 if the resulting x-position is greater than 30.
* Step B for the red square: Increase the size by 0.05 and reset it to 2 if the resulting size is greater than 5.
* Since the previous operations are performed continuously at about 60 times a second, you can expect to see the following:

1. A white square rotating while moving toward the right and reappearing when it reaches the right boundary
2. A red square increasing in size and reducing to a size of 2 when the size reaches 5, thus appearing to be pulsing
3. Start the game loop from the window.onload function. Notice that a reference to an instance of MyGame is passed to the loop.

window.onload = function () {

engine.init("GLCanvas");

let myGame = new MyGame();

// new begins the game

loop.start(myGame);

}

You can now run the project to observe the rightward-moving, rotating white square and the pulsing red square. You can control the rate of the movement, rotation, and pulsing by changing the corresponding values of the incXPosBy(), incRotationByDegree(), and incSizeBy() functions. In these cases, the positional, rotational, and size values are changed by a constant amount in a fixed time interval. In effect, the parameters to these functions are the rate of change; or, the speed, incXPosBy(0.05), is the rightward speed of 0.05 units per 1/60th of a second, or 3 units per second. In this project, the width of the world is 20 units with the white square traveling at 3 units per second. You can verify that it takes slightly more than 6 seconds for the white square to travel from the left to the right boundary.

Notice that in the core of the loop module, it is entirely possible for the requestAnimationFrame() function to invoke the loopOnce() function multiple times within a single kMPF interval. When this happens, the draw() function will be called multiples times without any update() function calls. In this way, the game loop can end up drawing the same game state multiple times. Please refer to the following references for discussions of supporting extrapolations in the draw() function to take advantage of efficient game loops:

* **http://gameprogrammingpatterns.com/game-loop.html#play-catch-up**
* **http://gafferongames.com/game-physics/fix-your-timestep/**

To clearly describe each component of the game engine and illustrate how these components interact, this book does not support extrapolation of the draw() function.

# Keyboard Input

It is obvious that proper support to receive player input is important to interactive video games. For a PC, the two common input devices are the keyboard and the mouse. While keyboard input is received in the form of a stream of characters, mouse input is packaged with positional information and is related to camera views. For this reason, keyboard input is more straightforward to support at this point in the engine’s development. This section will introduce and integrate keyboard support into your game engine. Mouse input will be examined in the “Mouse Input project” of Chapter 7, after the coverage of supporting multiple cameras in the same game.

## The Keyboard Support Project

This project examines keyboard input support and integrates the functionality into the game engine. The position, rotation, and size of the game objects in this project are under your input control. You can see an example of this project running in Figure 4-2. The source code to this project is defined in the chapter4/4.2.keyboard\_support folder.

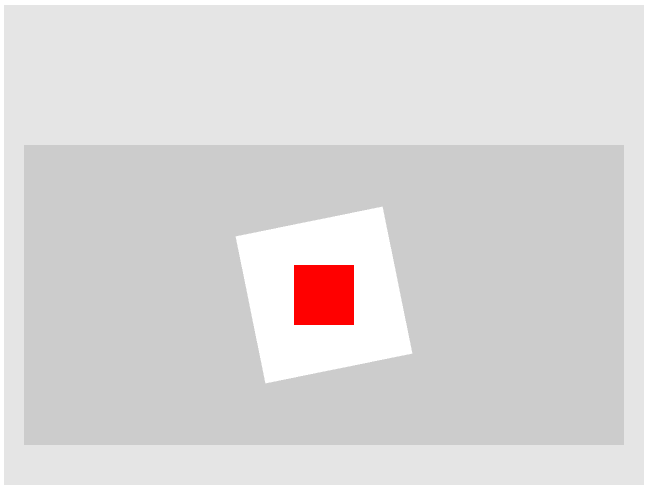


Figure 4-2. Running the Keyboard Support project

The controls of the project are as follows:

* Right-arrow key: Moves the white square towards the right and wraps it to the left of the game window
* Up-arrow key: Rotates the white square
* Down-arrow key: Increases the size of the red square and then resets the size at a threshold

The goals of the project are as follows:

* To implement an engine component to receive keyboard input
* To understand the difference between key state (if a key is released or pressed) and key event (when the key state changes)
* To understand how to integrate the input component in the game loop

### Add an Input Component to the Engine

Recall that the loop component is part of the core of the game engine and should not be accessed by the client game developer. In contrast, a well-defined input module should support the client game developer to query keyboard states without being distracted by any details. For this reason, the input module will be defined in the src/engine folder.

1. Create a new file in the src/engine folder and name it input.js.
2. Define a dictionary to capture the key code mapping.

"use strict"

// Key code constants

const keys = {

// arrows

Left: 37,

Up: 38,

Right: 39,

Down: 40,

// space bar

Space: 32,

// numbers

Zero: 48,

One: 49,

Two: 50,

Three: 51,

Four: 52,

Five : 53,

Six : 54,

Seven : 55,

Eight : 56,

Nine : 57,

// Alphabets

A : 65,

D : 68,

E : 69,

F : 70,

G : 71,

I : 73,

J : 74,

K : 75,

L : 76,

Q : 81,

R : 82,

S : 83,

W : 87,

LastKeyCode: 222

}

Key codes are unique numbers representing each keyboard character. Note that there are up to 222 unique keys. In the listing, only a small subset of the keys, those that are relevant to this project, are defined in the dictionary.

**Note** Key codes for the alphabets are continuous, starting from 65 for A and ending with 90 for Z. You should feel free to add any characters for your own game engine. For a complete list of key codes, see **http://www.cambiaresearch.com/articles/15/javascript-char-codes-key-codes**.

1. Create array instance variables for tracking the states of every key.

// Previous key state

let mKeyPreviousState = []; // a new array

// The pressed keys.

let mIsKeyPressed = [];

// Click events: once an event is set, it will remain there until polled

let mIsKeyClicked = [];

All three arrays define the state of every key as a boolean. The mKeyPreviousState records the key states of the previous update cycle, and the mIsKeyPressed records the current state of the keys. The key code entries of these two arrays are true when the corresponding keyboard keys are pressed, and false otherwise. The mIsKeyClicked array captures key click events. The key code entries of this array are true only when the corresponding keyboard key goes from being pressed to being released in two consecutive update cycles.

It is important to note that KeyPress is the state of a key, while KeyClicked is an event. For example, if a player presses the A key for one second before she releases it, for the duration of that entire second, KeyPress for A is true, while KeyClick for A is true only once when the player releases the key.

1. Add functions to capture the actual keyboard state changes.

// Event handler functions

function onKeyDown(event) {

mIsKeyPressed[event.keyCode] = true;

}

function onKeyUp(event) {

mIsKeyPressed[event.keyCode] = false;

}

When these functions are called, they use their corresponding key code to record the corresponding keyboard state changes.

1. Add a function to initialize all the key states and register the key event handlers with the browser. The window.addEventListener() function registers the onKeyUp/Down() event handlers with the browser such that the corresponding functions will be called when the presses or releases keys on the keyboard.

function init() {

let i;

for (i = 0; i < keys.LastKeyCode; i++) {

mIsKeyPressed[i] = false;

mKeyPreviousState[i] = false;

mIsKeyClicked[i] = false;

}

// register handlers

window.addEventListener('keyup', onKeyUp);

window.addEventListener('keydown', onKeyDown);

}

1. Add an update() function to derive the key click events. The update() function uses mIsKeyPressed and mKeyPreviousState to determine whether a key clicked event has occurred.

function update() {

let i;

for (i = 0; i < keys.LastKeyCode; i++) {

mIsKeyClicked[i] = (!mKeyPreviousState[i]) && mIsKeyPressed[i];

mKeyPreviousState[i] = mIsKeyPressed[i];

}

}

1. Add public functions for inquires to current keyboard states to support the client game developer.

// Function for GameEngine programmer to test if a key is pressed down

function isKeyPressed(keyCode) {

return mIsKeyPressed[keyCode];

}

function isKeyClicked(keyCode) {

return mIsKeyClicked[keyCode];

}

1. Finally, export the public functions and key constants.

export {keys, init,

update,

isKeyClicked,

isKeyPressed

}

### Modify the Engine to Support Keyboard Input

To properly support input, before the game loop begins the engine must initialize the arrays that represent the keyboard state, in other words, mIsKeyPressed, mIsKeyClicked, and mKeyPreviousState. To properly capture the player actions, during game play from within the core of the game loop, these arrays must be updated accordingly.

1. Input state initialization: modify index.js by importing the input.js module, adding the initialization of the input to the engine init() function, and adding the input module to the exported list to allow access from the client game developer.

import \* as input from "./input.js";

function init(htmlCanvasID) {

glSys.init(htmlCanvasID);

vertexBuffer.init();

shaderResources.init();

input.init();

}

export default {

// input support

input,

// Util classes

Camera, Transform, Renderable,

// functions

init, clearCanvas

}

1. To accurately capture keyboard state changes, the input component must be integrated with the core of the game loop. Include the input’s update() function in the core game loop by adding the following lines to loop.js. Notice the rest of the code is identical.

import \* as input from "../input.js";

function loopOnce() {

if (mLoopRunning) {

// … rest of the code is identical …

// Step D: Make sure we update the game the appropriate number of times.

// Update only every Milliseconds per frame.

// If lag larger then update frames, update until caught up.

while ((mLagTime >= kMPF) && mLoopRunning) {

input.update();

mCurrentScene.update();

mLagTime -= kMPF;

}

}

}

### Test Keyboard Input

You can test the input functionality by modifying the Renderable objects in your MyGame class. Replace the code in the MyGame update() function with the following:

update() {

// For this very simple game, let's move the white square and pulse the red

let whiteXform = this.mWhiteSq.getXform();

let deltaX = 0.05;

// Step A: test for white square movement

if (engine.input.isKeyPressed(engine.input.keys.Right)) {

if (whiteXform.getXPos() > 30) { // this is the right-bound of the window

whiteXform.setPosition(10, 60);

}

whiteXform.incXPosBy(deltaX);

}

// Step B: test for white square rotation

if (engine.input.isKeyClicked(engine.input.keys.Up)) {

whiteXform.incRotationByDegree(1);

}

let redXform = this.mRedSq.getXform();

// Step C: test for pulsing the red square

if (engine.input.isKeyPressed(engine.input.keys.Down)) {

if (redXform.getWidth() > 5) {

redXform.setSize(2, 2);

}

redXform.incSizeBy(0.05);

}

}

In the previous code, step A ensures that pressing and holding the right-arrow key will move the white square toward the right. Step B checks for the pressing and then the releasing of the up-arrow key event. The white square is rotated when such an event is detected. Notice that pressing and holding the up-arrow key will not generate continuously key press events and thus will not cause the white square to continuously rotate. Step C tests for the pressing and holding of the down-arrow key to pulse the red square.

You can run the project and include additional controls for manipulating the squares. For example, include support for the **WASD** keys to control the location of the red square. Notice once again that by increasing/decreasing the position change amount, you are effectively controlling the speed of the object’s movement.

**Note** The term "**WASD** keys" is used to refer to the key binding of the popular game controls: key W to move upwards, A leftwards, S downwards, and D rightwards.

# Resource Management and Asynchronous Loading

Video games typically utilize a multitude of artistic assets, or resources, including audio clips and images. The required resources to support a game can be large. Additionally, it is important to maintain the independence between the resources and the actual game such that they can be updated independently, e.g., changing the background audio without changing the game itself. For these reasons, game resources are typically stored externally on a system hard drive or a server across the network. Being stored external to the game, the resources are sometimes referred to as external resources or assets.

After a game begins, external resources must be explicitly loaded. For efficient memory utilization, a game should load and unload resources dynamically based on necessity. However, loading external resources may involve input/output device operations or network packet latencies and thus can be time intensive and potentially affect real-time interactivity. For these reasons, at any instance in a game only a portion of resources are kept in memory, where the loading operations are strategically executed to avoid interrupting the game. In most cases, resources required in each level are kept in memory during the game play of that level. With this approach, external resource loading can occur during level transitions where players are expecting a new game environment and are more likely to tolerate slight delays for loadings.

Once loaded, a resource must be readily accessible to support interactivity. The efficient and effective management of resources is essential to any game engine. Take note of the clear differentiation between resource managements, the responsibility of a game engine, and the actual ownerships of the resources. For example, a game engine must support the efficient loading and playing of the background music for a game, and it is the game (or client of the game engine) that actually owns and supplies the audio file for the background music. When implementing support for external resources management, it is important to remember that the actual resources are not part of the game engine.

At this point, the game engine you have been building handles only one type of resource—the GLSL shader files. Recall that the SimpleShader object loads and compiles the simple\_vs.glsl and simple\_fs.glsl files in its constructor. So far, the shader file loading has been accomplished via synchronous XMLHttpRequest.open(). This synchronous loading is an example of inefficient resource management because no operations can occur while the browser attempts to open and load the shader file. An efficient alternative would be to issue an asynchronous load command and allow additional operations to continue while the file is being opened and loaded.

This section builds an infrastructure to support asynchronous loading and efficient accessing of the loaded resources. Based on this infrastructure, over the next few projects, the game engine will be expanded to support batch resource loading during scene transitions.

## The Resource Map and Shader Loader Project

This project guides you to develop the resource\_map component, an infrastructural module for resource management, and demonstrates how to work with this module to load shader files asynchronously. You can see an example of this project running in Figure 4-3. This project appears to be identical to the previous project, with the only difference being how the GLSL shaders are loaded. The source code to this project is defined in the chapter4/4.3.resource\_map\_and\_shader\_loader folder.



Figure 4-3. Running the Resource Map and Shader Loader project

The controls of the project are identical to the previous project as follows:

* Right-arrow key: Moves the white square towards the right and wraps it to the left of the game window
* Up-arrow key: Rotates the white square
* Down-arrow key: Increases the size of the red square and then resets the size at a threshold

The goals of the project are as follows:

* To understand the handling of asynchronous loading
* To build an infrastructure that supports future resource loading and accessing
* To experience asynchronous resource loading via loading of the GLSL shader files

**Note** For more information about asynchronous JavaScript operations, you can refer to many excellent resources online, e.g., https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Asynchronous.

### Add a Resource Map Component to the Engine

The resource\_map engine component manages resource loading, storage, and retrieval after the resources are loaded. These operations are internal to the game engine and should not be access by the game engine client. As in the case of all core engine components, e.g., the game loop, the source code file is created in the src/engine/core folder. The details are as follow.

1. Create a new file in the src/engine/core folder and name it resource\_map.js.
2. Define a key-value pair map, mMap, for storing and retrieving of resources; and, an array, mOutstandingPromises, to capture all outstanding asynchronous loading operations.

"use strict"

let mMap = new Map();

let mOutstandingPromises = [];

**Note** A JavaScript Map object holds a collection of key-values pairs.

1. Define functions for querying the existence of, retrieving, setting, and deleting a resource. Notice that as suggested by the variable name of the parameter, path, it is expected that the full path to the external resource file will be used as the key for accessing the corresponding resource. For example, using the path to the src/glsl\_shaders/simple\_vs.glsl file as the key for accessing the content of the file.

function has(path) { return mMap.has(path) }

function get(path) {

if (!has(path)) {

throw new Error("Error [" + path + "]: not loaded");

}

return mMap.get(path);

}

function set(key, value) { mMap.set(key, value); }

function unload(path) { mMap.delete(path) }

1. Define a function to append an on-going asynchronous loading operation to the mOutstandingPromises array.

function pushPromise(p) { mOutstandingPromises.push(p); }

1. Define a loading function, loadDecodeParse(), to asynchronously fetch an external resource, decode the network packaging, parse the results into a proper format, and, store the results into the mMap dictionary using the path to the resource as key, and the parsed results as the value.

// generic loading function,

// Step 1: fech from server

// Step 2: decodeResource on the loaded

// Step 3: parseResource on the decodedResource

// Step 4: store result into the map

// Push the promised operation into an array

function loadDecodeParse(path, decodeResource, parseResource) {

let fetchPromise = null;

if (!has(path)) {

fetchPromise = fetch(path)

.then(res => decodeResource(res) )

.then(data => parseResource(data) )

.then(data => { return mMap.set(path, data) } )

.catch(err => { throw err });

pushPromise(fetchPromise);

}

return fetchPromise;

}

Notice that the decoding and parsing functions are passed in as parameters and thus are dependent upon the actual resource type that is being fetched. For example, the decoding and parsing of simple text, XML formatted text, audio clips, and images all have distinct requirements. It is the responsibility of the actual resource loader to define these functions.

The HTML5 fetch() function returns a JavaScript promise object. A typical JavaScript promise object contains operations that will be completed in the future. A promise is fulfilled when the operations are completed. In this case, the promise r is fulfilled when the path is properly fetched, decoded, parsed, and stored into the mMap. This promise is being kept in the mOutstandingPromises array. Note that by the end of the loadDecodeParse() function, the asynchronous fetch() loading operation is issued and on-going but not guaranteed to be completed. In this way, the mOutstandingPromises is an array of on-going and unfulfilled, or outstanding, promises.

1. Define a JavaScript async function to block the execution and wait for all outstanding promises to be fulfilled, or wait for all on-going asynchronous loading operations to be completed.

// will block, wait for all oustanding promises complete

// before continue

async function waitOnPromises() {

await Promise.all(mOutstandingPromises);

mOutstandingPromises = []; // remove all

}

**Note** The JavaScript async/await keywords are paired where only async functions can await for a promise. The await statement blocks and returns the execution back to the caller of the async function. When the promise being waited on is fulfilled, execution will continue to the end of the async function.

1. Finally export functionality to the rest of the game engine.

export {has, get, set, loadDecodeParse, unload, pushPromise, waitOnPromises}

Notice that although the storage specific functionalities—query, get, and set—are well-defined, resource\_map is actually not capable of loading any specific resources. This module is designed to be utilized by resource type specific modules where the decoding and parsing functions can be properly defined. In the next sub-section, a text-resource loader is defined to demonstrate this idea.

### Define a Text Resource Module

This section will define a text module that utilize the resource\_map module to load your text files asynchronously. This module serves as an excellent example of how to take advantage of the resource\_map facility and allows you to replace the synchronous loading of GLSL shader files. This replacing synchronous with asynchronous loading support is a significant upgrade to the game engine.

1. Create a new folder in src/engine/ and name it resources. This new folder is created in anticipation of the necessary support for many resource types and to maintain a clean source code organization.
2. Create a new file in the src/engine/resources folder and name it text.js.
3. Import the core resource management and reuse the relevant functionality from resource\_map.

"use strict"

import \* as map from "../core/resource\_map.js";

// functions from resource\_map

let unload = map.unload;

let has = map.has;

let get = map.get;

1. Define the text decoding and parsing functions for loadDecodeParse(). Notice that there are no requirements for parsing the loaded text and thus the text parsing function does not perform any useful operation.

function decodeText(data) {

return data.text();

}

function parseText(text) {

return text;

}

1. Define the load() function to call the resource\_map loadDecodeParse() function to trigger the asynchronous fetch() operation.

function load(path) {

return map.loadDecodeParse(path, decodeText, parseText);

}

1. Export the functionality for clients of the game engine.

export {has, get, load, unload}

### Load Shaders Asynchronously

The text resource module can now be used to assist the loading of the shader files asynchronously as plain-text files. Since it is impossible to predict when an asynchronous loading operation will be completed, it is important to issue the load commands before the resources are needed and to ensure that the loading operations are completed before proceeding to retrieve the resources.

#### Modify Shader Resources for Asynchronous Support

To avoid loading the GLSL shader files synchronously, the files must be loaded before the creation of a SimpleShader object. Recall that a single instance of SimpleShader object is created in the shader\_resources module and shared among all Renderables. You can now asynchronously load the GLSL shader files before the creation of the SimpleShader object.

1. Edit shader\_resources.js and import functionality from the text and resource\_map modules.

import \* as text from "../resources/text.js";

import \* as map from "./resource\_map.js";

1. Replace the content of the init() function. Define a JavaScript promise, loadPromise, to load the two GLSL shader files asynchronously. When the loading is completed, loadPromise triggers the calling of the createShaders() function. Store loadPromise in the mOutstandingPromises array of the resource\_map by calling the map.pushPromise() function.

function init() {

let loadPromise = new Promise(

async function(resolve) {

await Promise.all([

text.load(kSimpleFS),

text.load(kSimpleVS)

]);

resolve();

}).then(

function resolve() { createShaders(); }

);

map.pushPromise(loadPromise);

}

Notice that after the shader\_resources init() function, the loading of the two GLSL shader files would have begun. At this point, it is not guaranteed that the loading operations are completed and the SimpleShader object may not have been created. However, the promise that is based on the completion of these operations is stored in the resource\_map mOutstandingPromises array. For this reason, it is guaranteed that these operations have completed by the end of the resource\_map waitOnPromises() function.

#### Modify SimpleShader to Retrieve the Shader Files

With the understanding that the GLSL shader files are already loaded, the changes to the SimpleShader object are straightforward. Instead of synchronously loading the shader files in the loadAndCompileShader() function, the contents to these files can simply be retrieved via the text resource.

1. Edit the simple\_shader.js file and add an import from the text module for retrieving the content of the GLSL shaders.

import \* as text from "./resources/text.js";

1. Since no loading operations are required, you should change the loadAndCompileShader() function name to simply compileShader() and replace the file-loading commands by text resource retrievals. Notice that the synchronous loading operations are replaced by a single call to text.get() to retrieve the file content based on the filePath or the unique resource name for the shader file.

function compileShader(filePath, shaderType) {

let shaderSource = null, compiledShader = null;

let gl = glSys.get();

// Step A: Access the shader textfile

shaderSource = text.get(filePath);

if (shaderSource === null) {

throw new Error("WARNING:" + filePath + " not loaded!");

return null;

}

// … identical to previous code except for the error handling message …

}

1. Remember that in the SimpleShader constructor, the calls to loadAndCompileShader() functions should be replaced by the newly modified compileShader() functions, as follows:

constructor(vertexShaderPath, fragmentShaderPath) {

// … identical to previous code …

// Step A: load and compile vertex and fragment shaders

this.mVertexShader = compileShader(vertexShaderPath, gl.VERTEX\_SHADER);

this.mFragmentShader = compileShader(fragmentShaderPath, gl.FRAGMENT\_SHADER);

// … identical to previous code …

}

#### Wait for Asynchronous Loading to Complete

With outstanding loading operations and incomplete shader creation, a client’s game cannot be initialized because without SimpleShader, Renderable objects cannot be properly created. For this reason, the game engine must wait for all outstanding promises to be fulfilled before proceeding to initialize the client’s game. Recall that client’s game initialization is performed in the game loop start() function, right before the beginning of the first loop iteration.

1. Edit the loop.js file and import from the resource\_map module.

import \* as map from "./resource\_map.js";

1. Modify the start() function to be an async function such that it is now possible to issue await and hold the execution by calling map.waitOnPromises() to wait for the fulfilment of all outstanding promises.

async function start(scene) {

if (mLoopRunning) {

throw new Error("loop already running")

}

// Wait for any async requests before game-load

await map.waitOnPromises();

mCurrentScene = scene;

mCurrentScene.init();

mPrevTime = performance.now();

mLagTime = 0.0;

mLoopRunning = true;

mFrameID = requestAnimationFrame(loopOnce);

}

### Test the Asynchronous Shader Loading

You can now run the project with shaders being loaded asynchronously. Though the output and interaction experience are identical to the previous project, you now have a game engine that is much better equipped to manage the loading and accessing of external resources.

The rest of this chapter further develops and formalizes the interface between the client, MyGame, and the rest of the game engine. The goal is to define the interface to the client such that multiple instances can be created and interchanged during runtime. With this new interface, you will be able to define what a game level is and allow the game engine to load any level in any order.

# Game Level from a Scene File

The operations involved in initiating a game level from a scene file can assist in the derivation and refinement of the formal interface between the game engine and its client. With a game level defined in a scene file, the game engine must first initiate asynchronous loading, wait for the load completion, and then initialize the client for the game loop. These steps present a complete functional interface between the game engine and the client. By examining and deriving the proper support for these steps, the interface between the game engine and its client can be refined.

## The Scene File Project

This project uses the loading of a scene file as the vehicle to examine the necessary public methods for a typical game level. You can see an example of this project running in Figure 4-4. This project appears and interacts identically to the previous project with the only difference being that the scene definition is asynchronously loaded from a file. The source code to this project is defined in the chapter4/4.4.scene\_file folder.



Figure 4-4. Running the Scene File project

The controls of the project are identical to the previous project, as follows:

* Right-arrow key: Moves the white square towards the right and wraps it to the left of the game window
* Up-arrow key: Rotates the white square
* Down-arrow key: Increases the size of the red square and then resets the size at a threshold

The goals of the project are as follows:

* To introduce the protocol for supporting asynchronous loading of the resources of a game
* To develop the proper game engine support for the protocol
* To identify and define the public interface methods for a general game level

Keep in mind that the ultimate goal of this project is to define the public interface methods between the game engine and a game level, or the client. While the definition/loading of a scene file is interesting, in this case it is but a vehicle. The following describes the definition and parsing utility for the scene file. It is important to remember these are only the tools for examining the required public methods for interfacing to the game engine.

### The Scene File

Instead of hard-coding the creation of all objects to a game in the init() function, the information can be encoded in a file, and the file can be loaded and parsed during runtime. The advantage of such encoding in an external file is the flexibility to modify a scene without the need to change the game source code, while the disadvantages are the complexity and time required for loading and parsing. In general, the importance of flexibility dictates that most game engines support the loading of game scenes from a file.

Objects in a game scene can be defined in many ways. The key decision factors are that the format can properly describe the game objects and be easily parsed. Extensible Markup Language (XML) is well-suited to serve as the encoding scheme for scene files.

### Define an XML Resource Module

In order to support an XML-encoded scene file, you first need to expand the engine to support the asynchronous loading of an XML file resource. Similar to the text resource module, an XML resource module should also be based on the resource\_map: store the loaded XML content in the mMap of the resource\_map, and define the specifics for decoding and parsing for calling the loadDecodeParse() function of the resource\_map.

1. Add a new file in the src/engine/resources folder and name it xml.js. Edit this file and import the core resource management functionality from the resource\_map.

"use strict"

import \* as map from "../core/resource\_map.js";

// functions from resource\_map

let unload = map.unload;

let has = map.has;

let get = map.get;

1. Instantiate an XML DOMParser, define the decode and parsing functions, and call the loadDecodeParse() function of the resource\_map with the corresponding parameters to initiate the loading of the XML file.

let mParser = new DOMParser();

function decodeXML(data) {

return data.text();

}

function parseXML(text) {

return mParser.parseFromString(text, "text/xml");

}

function load(path) {

return map.loadDecodeParse(path, decodeXML, parseXML);

}

1. Do not forget to export the defined functionality.

export {has, get, load, unload}

1. Lastly, remember to export the defined functionality for the client in the index.js.

import \* as xml from "./resources/xml.js";

// … identical to previous code except for the error handling message …

export default {

// resource support

text, xml,

// … identical to previous code except for the error handling message …

}

The newly defined xml module can be conveniently access by the client and used in a similar fashion as the text module in loading external XML-encoded text files.

**Note** The JavaScript DOMParser provides the ability to parse XML or HTML text strings.

### Modify the Engine to Integrate Client Resource Loading

The scene file is an external resource that is being loaded by the client. With the asynchronously operations, the game engine must stop and wait for the completion of the load process before it can proceed to initialize the game. This is because, it is likely that the game initialization will involve processing with the loaded resource.

#### Coordinate Client Load and Engine Wait in the Loop Module

Since all resource loading and storage are based on the same resource\_map, the client issuing of the load requests and the engine waiting for the load completions can be coordinated in the loop.start() function as follows.

async function start(scene) {

if (mLoopRunning) {

throw new Error("loop already running")

}

mCurrentScene = scene;

mCurrentScene.load();

// Wait for any async requests before game-load

await map.waitOnPromises();

mCurrentScene.init();

mPrevTime = performance.now();

mLagTime = 0.0;

mLoopRunning = true;

mFrameID = requestAnimationFrame(loopOnce);

}

Note that this function is exactly two lines different from the previous project—mCurrentScene is assigned to reference to the parameter, and, calling the client’s load() function before the engine waits for the completion of all asynchronous loading operations.

Derive the Client Public Interface

Though slightly involved, the details of XML-parsing specifics are less important than the fact that now XML files can be loaded. It is now possible to use the asynchronous loading of an external resource to study the required public methods for interfacing a game level to the game engine.

#### Public Methods of MyGame

At this point, it is established that MyGame should define the following:

* constructor(): For declaring variables and defining constants
* init(): For instantiating the variables and setting up the game scene, This is called from the loop.start() function before the first iteration of the game loop.
* draw()/update(): For interfacing to the game loop with these two functions being called continuously from within the core of the game loop, in the loop.loopOnce() function.

With the requirement of loading a scene file, or any external resources, two additional public methods should be defined.

* load(): For initiating the asynchronous loading of external resources, in this case, the scene file. This is called from the loop.start() function before the engine waits for the completion of all asynchronous loading operations.
* unload(): For unloading of external resources when the game has ended. Currently the engine does not attempt to free up resources. This will be rectified in the next project.

### Implement the Client

You are now ready to create an XML-encoded scene file to test external resource loading by the client, and, to interface to the client with game engine based on the described public methods.

#### Define a Scene File

Define a simple scene file to capture the game state from the previous project.

1. Create a new folder at the same level as the src folder and name it assets. This is the folder where all external resources, or assets, of a game will be stored including the scene files, audio clips, texture images, and fonts.

**Tip** It is important to differentiate between the src/engine/resources folder that is created for organizing game engine source code files and the assets folder that you just created for storing client resources. Although GLSL shaders are also loaded at runtime, they are considered as source code and will continue to be stored in the src/glsl\_shaders folder.

1. Create a new file in the assets folder and name it scene.xml. This file will store the client’s game scene. Add the following content. The listed XML content describes the same scene as defined in the init() functions from previous MyGame objects.

<MyGameLevel>

<!-- \*\*\* be careful!! comma (,) is not a supported syntax!! -->

<!-- make sure there are no comma in between attributes -->

<!-- e.g., do NOT do: PosX="20", PosY="30" -->

<!-- notice the "comma" between PosX and PosY: Syntax error! -->

<!-- cameras -->

<!-- Viewport: x, y, w, h -->

<Camera CenterX="20" CenterY="60" Width="20"

Viewport="20 40 600 300"

BgColor="0.8 0.8 0.8 1.0"

/>

<!-- Squares Rotation is in degree -->

<Square PosX="20" PosY="60" Width="5" Height="5" Rotation="30" Color="1 1 1 1" />

<Square PosX="20" PosY="60" Width="2" Height="2" Rotation="0" Color="1 0 0 1" />

</MyGameLevel>

**Tip** The JavaScript XML parser does not support delimiting attributes with commas.

#### Parse the Scene File

A specific parser for the listed XML scene file must be defined to extract the scene information. Since the scene file is specific to a game, the parser should also be specific to the game and be created within the my\_game folder.

1. Create a new folder in the src/my\_game folder and name it util. Add a new file in the util folder and name it scene\_file\_parser.js. This file will contain the specific parsing logic to decode the listed scene file.
2. Define a new class, name it SceneFileParser, and add a constructor with code as follows:

import engine from "../../engine/index.js";

class SceneFileParser {

constructor (xml) {

this.xml = xml

}

// … additional code to follow …

}

Note that the xml parameter is the actual content of the loaded XLM file.

**Note** The following XML parsing is based on JavaScript XML API. Please refer to **www.w3schools.com/dom** for more details.

1. Add a function to the SceneFileParser to parse the details of the *camera* from the xml file you created.

parseCamera() {

let camElm = getElm(this.xml, "Camera");

let cx = Number(camElm[0].getAttribute("CenterX"));

let cy = Number(camElm[0].getAttribute("CenterY"));

let w = Number(camElm[0].getAttribute("Width"));

let viewport = camElm[0].getAttribute("Viewport").split(" ");

let bgColor = camElm[0].getAttribute("BgColor").split(" ");

// make sure viewport and color are number

let j;

for (j = 0; j < 4; j++) {

bgColor[j] = Number(bgColor[j]);

viewport[j] = Number(viewport[j]);

}

let cam = new engine.Camera(

vec2.fromValues(cx, cy), // position of the camera

w, // width of camera

viewport // viewport (orgX, orgY, width, height)

);

cam.setBackgroundColor(bgColor);

return cam;

}

The camera parser finds a camera element and constructs a camera object with the retrieved information. Notice that the viewport and background color are arrays of four numbers. These are input as strings of four numbers delimited by spaces. Strings can be split into arrays, which is the case here with the space delimiter. The JavaScript Number() function ensures all strings are converted into numbers.

1. Add a function to the SceneFileParser to parse the details of the *squares* from the xml file you created.

parseSquares(sqSet) {

let elm = getElm(this.xml, "Square");

let i, j, x, y, w, h, r, c, sq;

for (i = 0; i < elm.length; i++) {

x = Number(elm.item(i).attributes.getNamedItem("PosX").value);

y = Number(elm.item(i).attributes.getNamedItem("PosY").value);

w = Number(elm.item(i).attributes.getNamedItem("Width").value);

h = Number(elm.item(i).attributes.getNamedItem("Height").value);

r = Number(elm.item(i).attributes.getNamedItem("Rotation").value);

c = elm.item(i).attributes.getNamedItem("Color").value.split(" ");

sq = new engine.Renderable();

// make sure color array contains numbers

for (j = 0; j < 4; j++) {

c[j] = Number(c[j]);

}

sq.setColor(c);

sq.getXform().setPosition(x, y);

sq.getXform().setRotationInDegree(r); // In Degree

sq.getXform().setSize(w, h);

sqSet.push(sq);

}

}

This function parses the XML file to create Renderable objects to be placed in the array that is passed in as a parameter.

1. Add a function outside the SceneFileParser to parse for contents of an XML element.

function getElm(xmlContent, tagElm) {

let theElm = xmlContent.getElementsByTagName(tagElm);

if (theElm.length === 0) {

console.error("Warning: Level element:[" + tagElm + "]: is not found!");

}

return theElm;

}

1. Finally, export the SceneFileParser.

export default SceneFileParser;

#### Implement MyGame

The implementations of the described public functions for this project are as follows.

1. Edit my\_game.js file and import the SceneFileParser.

import SceneFileParser from "./util/scene\_file\_parser.js";

1. Modify the MyGame constructor to define the scene file path, the array mSqSet for storing the Renderable objects, and the camera.

constructor() {

// scene file name

this.mSceneFile = "assets/scene.xml";

// all squares

this.mSqSet = []; // these are the Renderable objects

// The camera to view the scene

this.mCamera = null;

}

1. Change the init() function to create objects based on the scene parser. Note the retrieval of the XML file content via the engine.xml.get() function where the file path to the scene file is used as the key.

init() {

let sceneParser = new SceneFileParser(engine.xml.get(this.mSceneFile));

// Step A: Read in the camera

this.mCamera = sceneParser.parseCamera();

// Step B: Read all the squares

sceneParser.parseSquares(this.mSqSet);

}

1. The draw and update functions are similar to the previous examples with the exception of referencing the corresponding array elements.

draw() {

// Step A: clear the canvas

engine.clearCanvas([0.9, 0.9, 0.9, 1.0]);

this.mCamera.setViewAndCameraMatrix();

// Step B: draw all the squares

let i;

for (i = 0; i < this.mSqSet.length; i++)

this.mSqSet[i].draw(this.mCamera);

}

update() {

// For this very simple game, let's move the white square and pulse the red

let xform = this.mSqSet[0].getXform();

let deltaX = 0.05;

// Step A: test for white square movement

// … identical to previous code

xform = this.mSqSet[1].getXform();

// Step C: test for pulsing the red square

// … identical to previous code e

}

1. Lastly, define the functions to load and unload the scene file.

load() {

engine.xml.load(this.mSceneFile);

}

unload() {

// unload the scene flie and loaded resources

engine.xml.unload(this.mSceneFile);

}

You can now run the project and experience the identical behaviors with the previous two projects. Though less than overwhelming, it is important to remember the purpose of this project and recognize that through the process of supporting asynchronous loading of external resources by the client, the public methods and calling sequence between the game engine and the client have been defined.

Before continuing, you may notice that the MyGame.unload() function is never called. This is because in this example the game loop never stopped cycling and MyGame is never unloaded. This issue will be addressed in the next two projects.

# Scene Object: Client Interface to the Game Engine

At this point, in your game engine, the following is happening:

* The window.onload function initialize the game engine and calls the loop.start() function passing in MyGame as the parameter.
* The loop.start() function, through the resource\_map, wait for the completion of all asynchronous loading operations before it calls to initialize MyGame and starts the actual game loop cycle.

In the previous discussion, it is interesting to recognize that any object with the appropriately defined public methods can replace the MyGame object. Effectively, at any point, it is possible to call the loop.start() function to initiate the loading of a new scene. This section pursues this observation by introducing the Scene object for interfacing the game engine with its clients.

## The Scene Objects Project

This project defines the Scene object as an abstract superclass for interfacing with your game engine. From this project on, all client code must be encapsulated in subclasses of the abstract Scene class, and the game engine will be able to interact with these classes in a well-defined and uniform manner. You can see an example of this project running in Figure 4-5. The source code to this project is defined in the chapter4/4.5.scene\_objects folder.

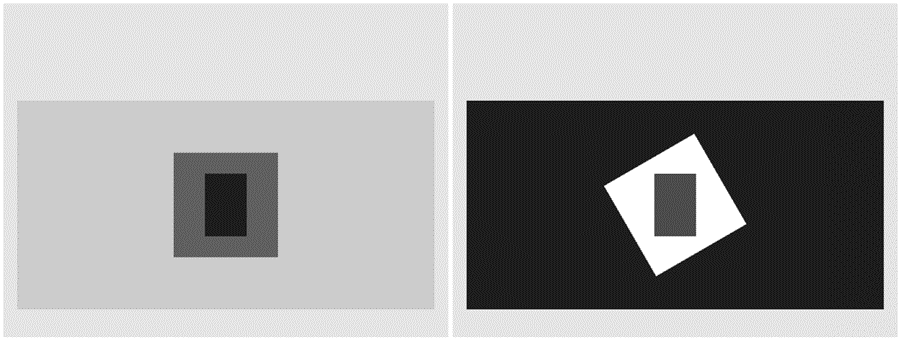


Figure 4-5. Running the Scene Objects project with both scenes

There are two distinct levels in this project: the MyGame level with a blue rectangle drawn above a red square over a gray background; and the BlueLevel level with a red rectangle drawn above a rotated white square over a dark blue background. For simplicity, the controls for both levels are the same.

* *Left/right-arrow key*: Move the front rectangle left and right
* *Q key:* Quits the game

Notice that on each level, moving the front rectangle toward the left to touch the left boundary will cause the loading of the other level. The MyGame level will cause BlueLevel to be loaded, and BlueLevel will cause the MyGame level to be loaded.

The goals of the project are as follows:

* To define the abstract Scene class to interface to the game engine
* To experience game engine support for scene transitions
* To create scene-specific loading and unloading support

### The Abstract Scene Class

Based on the experience from the previous project, an abstract scene class for encapsulating the interface to the game engine must at the very least define these functions: init(), draw(), update(), load(), and unload(). Missing from this list are the support for level transitions to start, advance to the next level and, if desired, to stop the game.

1. Create a new JavaScript file in the src/engine folder and name it scene.js, import from the loop module and the engine access file, index.js. These two modules are required because the Scene object must start and end the game loop when the game level begins and ends, and, the engine must be cleanup if a level should decide to terminate the game.

"use strict";

import \* as loop from "./core/loop.js";

import engine from "./index.js";

**Note** The game loop must not be running before a Scene has begun. This is because the required resources must be properly loaded before the update() function of the Scene can be called from the running game loop. Similarly, unloading of a level can only be performed after a game loop has stopped running.

1. Define JavaScript Error objects for warning the client in cases of miss-use.

const kAbstractClassError = new Error("Abstract Class")

const kAbstractMethodError = new Error("Abstract Method")

1. Create a new class named Scene and export it.

class Scene { … }

export default Scene;

1. Implement the constructor to ensure only subclasses of the Scene class are instantiated.

constructor() {

if (this.constructor === Scene) {

throw kAbstractClassError

}

1. Define scene transition functions: start(), next(), and stop(). The start() function is an async function because it is responsible for starting the game loop, which in turn is waiting for all the asynchronous loading to complete. Both the next() and the stop() functions stop the game loop and calls the unload() function to unload the loaded resources. The difference is that the next() function is expected to be over-written and called form a subclass where after unloading the current scene the subclass can proceed to advance to the next level. After unloading, the stop() function assume the game has terminated and proceed to clean up the game engine.

async start() {

await loop.start(this);

}

next() {

loop.stop();

this.unload();

}

stop() {

loop.stop();

this.unload();

engine.cleanUp();

}

1. Define the rest of the derived interface functions. Notice that the Scene class is an abstract class because all of the interface functions are empty. While a subclass can choose to only implement a selective subset of the interface functions, the draw() and update() functions are not optional because together they form the central core of any level.

init() { /\* to initialize the level (called from loop.start()) \*/ }

load() { /\* to load necessary resources \*/ }

unload() { /\* unload all resources \*/ }

// draw/update must be over-written by subclass

draw() { throw kAbstractMethodError; }

update() { throw kAbstractMethodError; }

Together these functions present a protocol to interface with the game engine. It is expected that subclasses will override these functions to implement the actual game behaviors.

**Note** JavaScript does not support abstract classes. The language does not prevent a game programmer from instantiating a Scene object, however, the created instance will be completely useless and the error message will provide a them with a proper warning.

Modify Game Engine to Support the Scene Object

The game engine must be modified in two important ways. First, as you will continue to observe when new functionality is introduced the game engine access file, index.js, must be modified to export the newly introduced symbols to the client. Second, the Scene.stop() function introduce the possibility of stopping the game, and, when that happens, it is necessary to cleanup all system components and free up allocated resources.

#### Export the Scene Class to the Client

Edit the index.js file to import from scene.js and export the default Scene class identifier for the client.

// … identical to previous code

import Scene from "./scene.js";

// … identical to previous code

export default {

// … identical to previous code

Camera, Scene, Transform, Renderable,

// … identical to previous code

}

#### Implement Engine Cleanup Support

It is important to release the allocated resources when the game engine shuts down. The cleanup process is rather involved and occurs in the reversed of system component initialization order.

1. Edit **index.js** once again, this time to implement support for game engine cleanup. Import from the loop module, then define and export the cleanup() function.

// … identical to previous code

import \* as loop from "./core/loop.js";

// … identical to previous code

function cleanUp() {

loop.cleanUp();

input.cleanUp();

shaderResources.cleanUp();

vertexBuffer.cleanUp();

glSys.cleanUp();

}

// … identical to previous code

export default {

// … identical to previous code

init, cleanUp, clearCanvas

// … identical to previous code

}

**Note** Similar to other core engine internal components, such as gl, or vertex\_buffer, loop should not be accessible by the client. For this reason, loop module is imported but not exported by index.js. Imported such that game loop cleanup can be invoked, not exported such that the client can be shield off from the unnecessary complexities of the engine.

Notice that none of the components have defined the corresponding cleanup functions. You will now remedy this.

1. Edit loop.js to define, and export a cleanUp(), function to stop the game loop and unload the currently active scene.

// … identical to previous code

function cleanUp() {

if (mLoopRunning) {

stop();

// unload all resources

mCurrentScene.unload();

mCurrentScene = null;

}

}

export {start, stop, cleanUp}

1. Edit input.js to define and export a cleanUp() function. For now, no specific resources need to be released.

// … identical to previous code

function cleanUp() {} // nothing to do for now

export {keys, init, cleanUp,

// … identical to previous code

1. Edit shader\_resources.js to define, and export a cleanUp(), function to clean up the created shader and unload the shader source code.

// … identical to previous code

function cleanUp() {

mConstColorShader.cleanUp();

text.unload(kSimpleVS);

text.unload(kSimpleFS);

}

export {init, cleanUp, getConstColorShader}

1. Edit simple\_shader.js to define the cleanUp() function for the SimpleShader class to release the allocated WebGL resources.

cleanUp() {

let gl = glSys.get();

gl.detachShader(this.mCompiledShader, this.mVertexShader);

gl.detachShader(this.mCompiledShader, this.mFragmentShader);

gl.deleteShader(this.mVertexShader);

gl.deleteShader(this.mFragmentShader);

gl.deleteProgram(this.mCompiledShader);

}

1. Edit vertex\_buffer.js to define, and export, a cleanUp() function to delete the allocated buffer memory.

// … identical to previous code

function cleanUp() {

if (mGLVertexBuffer !== null) {

glSys.get().deleteBuffer(mGLVertexBuffer);

mGLVertexBuffer = null;

}

}

export {init, get, cleanUp}

1. Lastly, edit gl.js to define, and export, a cleanUp() function to inform the player that the engine is now shut down.

// … identical to previous code

function cleanUp() {

if ((mGL == null) || (mCanvas == null))

throw new Error("Engine cleanup: system is not initialized.");

mGL = null;

// let the user know

mCanvas.style.position = "fixed";

mCanvas.style.backgroundColor = "rgba(200, 200, 200, 0.5)";

mCanvas = null;

document.body.innerHTML += "<br><br><h1>End of Game</h1><h1>GL System Shut Down</h1>";

}

export {init, get, cleanUp}

### Test the Scene Object Interface to the Game Engine

With the abstract Scene object definition and the resource management modifications to the game engine core components, it is now possible to stop an existing scene and load a new scene at will. This section uses the cycling between two subclasses of the Scene object, MyGame and BlueLevel to illustrate the loading and unloading of scenes.

For simplicity, the two test scenes are almost identical to the MyGame scene from the previous project. In this project, MyGame explicitly defines the scene in the init() function, while the BlueScene, in a manner identical to the case in the previous project, loads the scene content from the blue\_level.xml file located in the assets folder. The content and the parsing of the XML scene file are identical to those from the previous project and thus will not be repeated.

#### The MyGame Scene

As mentioned, this scene defines in the init() function the identical content found in the scene file from the previous project. In the following, take note of the definition and calls to next() and stop() functions.

1. Edit my\_game.js to import from index.js and the newly defined blue\_level.js. Note that with Scene class support, you no-longer need to import from the loop module.

import engine from "../engine/index.js";

import BlueLevel from "./blue\_level.js";

1. Define MyGame to be a subclass of the engine Scene class, and remember to export MyGame.

class MyGame extends engine.Scene {

…

}

export default MyGame;

**Note** The JavaScript extends keyword defines the parent/child relationship.

1. Define the constructor(), init(), and draw() functions. Note that scene content defined in the init() function, with the exception of the camera background color, is identical to that of the previous project.

constructor() {

super();

// The camera to view the scene

this.mCamera = null;

// the hero and the support objects

this.mHero = null;

this.mSupport = null;

}

init() {

// Step A: set up the cameras

this.mCamera = new engine.Camera(

vec2.fromValues(20, 60), // position of the camera

20, // width of camera

[20, 40, 600, 300] // viewport (orgX, orgY, width, height)

);

this.mCamera.setBackgroundColor([0.8, 0.8, 0.8, 1]);

// Step B: Create the support object in red

this.mSupport = new engine.Renderable();

this.mSupport.setColor([0.8, 0.2, 0.2, 1]);

this.mSupport.getXform().setPosition(20, 60);

this.mSupport.getXform().setSize(5, 5);

// Setp C: Create the hero object in blue

this.mHero = new engine.Renderable();

this.mHero.setColor([0, 0, 1, 1]);

this.mHero.getXform().setPosition(20, 60);

this.mHero.getXform().setSize(2, 3);

}

draw() {

// Step A: clear the canvas

engine.clearCanvas([0.9, 0.9, 0.9, 1.0]);

// Step B: Activate the drawing Camera

this.mCamera.setViewAndCameraMatrix();

// Step C: draw everything

this.mSupport.draw(this.mCamera);

this.mHero.draw(this.mCamera);

}

1. Define the update() function, take note of the this.next() call when the mHero object crosses the x=11 boundary from the right, and the this.stop() call when the Q key is pressed.

update() {

// let's only allow the movement of hero,

// and if hero moves too far off, this level ends, we will

// load the next level

let deltaX = 0.05;

let xform = this.mHero.getXform();

// Support hero movements

if (engine.input.isKeyPressed(engine.input.keys.Right)) {

xform.incXPosBy(deltaX);

if (xform.getXPos() > 30) { // this is the right-bound of the window

xform.setPosition(12, 60);

}

}

if (engine.input.isKeyPressed(engine.input.keys.Left)) {

xform.incXPosBy(-deltaX);

if (xform.getXPos() < 11) { // this is the left-bound of the window

this.next();

}

}

if (engine.input.isKeyPressed(engine.input.keys.Q))

this.stop(); // Quit the game

}

1. Define the next() function to transition to the BlueLevel scene.

next() {

super.next(); // this must be called!

// next scene to run

let nextLevel = new BlueLevel(); // next level to be loaded

nextLevel.start();

}

**Note** The super.next() call, where the super class can stop the game loop and cause the unloading of this scene, is necessary and absolutely critical in causing the scene transition.

1. Lastly, modify the window.onload() function to replace access to the loop module with a client-friendly myGame.start() function.

window.onload = function () {

engine.init("GLCanvas");

let myGame = new MyGame();

myGame.start();

}

#### The BlueLevel Scene

The BlueLevel scene is almost identical to the MyGame object from the previous project with the exception of supporting the new Scene class and scene transition.

1. Create and edit blue\_level.js file in the my\_game folder to import from the engine index.js, MyGame, and SceneFileParser. Define and export BlueLevel to be a subclass of the engine.Scene class.

// Engine Core stuff

import engine from "../engine/index.js";

// Local stuff

import MyGame from "./my\_game.js";

import SceneFileParser from "./util/scene\_file\_parser.js";

class BlueLevel extends engine.Scene {

…

}

export default BlueLevel

1. Define the init(), draw(), load(), and unload() functions to be identical to those in the MyGame class from the previous project.
2. Define the update() function similar to that of the MyGame scene. Once again, note the this.next() call when the object crosses the x=11 boundary from the right, and the this.stop() call when the Q key is pressed

update() {

// For this very simple game, let's move the first square

let xform = this.mSQSet[1].getXform();

let deltaX = 0.05;

/// Move right and swap ovre

if (engine.input.isKeyPressed(engine.input.keys.Right)) {

xform.incXPosBy(deltaX);

if (xform.getXPos() > 30) { // this is the right-bound of the window

xform.setPosition(12, 60);

}

}

// test for white square movement

if (engine.input.isKeyPressed(engine.input.keys.Left)) {

xform.incXPosBy(-deltaX);

if (xform.getXPos() < 11) { // this is the left-boundary

this.next(); // go back to my game

}

}

if (engine.input.isKeyPressed(engine.input.keys.Q))

this.stop(); // Quit the game

}

1. Lastly, define the next() function to transition to the MyGame scene. It is worth reiterate the critical call to the super.next() to stop the game loop and unload the scene.

next() {

super.next();

let nextLevel = new MyGame(); // load the next level

nextLevel.start();

}

You can now run the project and experience the loading and unloading of the two scenes and try quitting the game at any point during the interaction. Your game engine now has a well-defined interface for working with its client. This interface follows the well-defined protocol of the Scene object.

* constructor(): For declaring variables and defining constants.
* start()/stop(): For starting a scene, and stopping the game. These two methods are not meant to be over-written by a subclass.

The following interface methods are meant to be over-written by subclasses.

* init(): For instantiating the variables and setting up the game scene.
* load()/unload(): For initiating the asynchronous loading of external resources, and unloading of the scene.
* draw()/update(): For continuously displaying the game state and receiving player input, implementing the game logic.
* next(): For instantiating and transitioning to the next scene. Lastly, as a final reminder, it is absolutely critical for the subclass to call the super.next() to stop the game loop and unload the scene.

Any objects that define these methods can be loaded and interacted with by your game engine. You can experiment with creating other levels.

# Audio

Audio is an essential element of all video games. In general, audio effects in games fall into two categories. The first category is background audio. This includes background music or ambient effects and is often used to bring atmosphere or emotion to different portions of the game. The second category is sound effects. Sound effects are useful for all sorts of purposes, from notifying users of game actions to hearing the footfalls of your hero character. Usually, sound effects represent a specific action, triggered either by the user or by the game itself. Such sound effects are often thought of as an audio cue.

One important difference between these two types of audio is how you control them. Sound effects or cues cannot be stopped or have their volume adjusted once they have started; therefore, cues are generally short. On the other hand, background audio can be started and stopped at will. These capabilities are useful for stopping the background track completely and starting another one.

## The Audio Support Project

This project is identical to the previous one with the MyGame and the BlueLevel scenes, you can move the front rectangle left or right with the arrow keys, the intersection with the left boundary triggers the loading of the other scene, and, the Q key quits the game. However, in this version, each scene plays background music and triggers a brief audio cue when the left/right-arrow key is pressed. You can also notice the volume variations for each type of the audio clip. The implementation of this project also reinforces the concept of loading and unloading of external resources and the audio clips themselves. You can see an example of this project running in Figure 4-6. The source code to this project is defined in the chapter4/4.6.audio\_support folder.



Figure 4-6. Running the Audio Support project with both scenes

The controls of the project are as follows:

* Left/right-arrow key: Moves the front rectangle left and right to increase and decrease the volume of the background music
* Q key: Quits the game

The goals of the project are as follows:

* To add audio support to the resource management system
* To provide an interface to play audio for games
* To optimize and facilitate resource sharing with reference counts of individual resources

You can find the following audio files in the chapter4\4.6.audio\_support\assets\sounds folder:

* bg\_clip.mp3
* blue\_level\_cue.wav
* my\_game\_cue.wav

Notice that the audio files are in two formats, mp3 and wav. While both are supported, audio files of these formats should be used with care. Files in .mp3 format are compressed and are suitable for storing longer durations of audio content, for example, for background music. Files in .wav format are uncompressed and should contain only very short audio snippet, for example, for storing cue effects.

### Define an Audio Resource Module

While audio and text files are completely different, from the perspective of your game engine implementation, there are two important similarities. First, both are external resources and thus will be implemented similarly as engine components in the src/engine/resources folder. Second, both involve standardized file formats with well-defined API utilities. The Web Audio API will be used for the actual retrieving and playing of sound files. Even though this API offers vast capabilities, in the interests of focusing on the rest of the game engine development, only basic supports for background audio and effect cues are discussed.

**Note** Interested readers can learn more about the Web Audio API from www.w3.org/TR/webaudio/.

**Note** The latest policy for some browsers, including Chrome, is that audio will not be allowed to play until first interaction from the user. This means, the context creation will result in initial warning from Chrome (output to runtime browser console). The audio will only be played after user input (e.g., mouse click, or keyboard events).

1. In the src/engine/resources folder, create a new file and name it audio.js. This file will implement the audio component module.
2. Similar to the implementations of text and xml modules, import the core resource management functionality from resource\_map.

"use strict";

import \* as map from "../core/resource\_map.js";

// functions from resource\_map

let unload = map.unload;

let has = map.has;

1. Declare variables to maintain references to the Web Audio context, background music, and to control volumes.

let mAudioContext = null;

let mBackgroundAudio = null;

// volume control support

let mBackgroundGain = null; // background volume

let mCueGain = null; // cue/special effects volume

let mMasterGain = null; // overall/master volume

let kDefaultInitGain = 0.1;

1. Define the init() function to create and store a reference to the Web Audio context in mAudioContext, and initialize the audio volume gain controls for the background, cue, and a master that affects both. In all cases, volume gain of a 0 corresponds to no audio and 1 means maximum strength.

function init() {

try {

let AudioContext = window.AudioContext || window.webkitAudioContext;

mAudioContext = new AudioContext();

// connect Master volume control

mMasterGain = mAudioContext.createGain();

mMasterGain.connect(mAudioContext.destination);

// set default Master volume

mMasterGain.gain.value = kDefaultInitGain;

// connect Background volume control

mBackgroundGain = mAudioContext.createGain();

mBackgroundGain.connect(mMasterGain);

// set default Background volume

mBackgroundGain.gain.value = 1.0;

// connect Cuevolume control

mCueGain = mAudioContext.createGain();

mCueGain.connect(mMasterGain);

// set default Cue volume

mCueGain.gain.value = 1.0;

} catch (e) {

throw new Error("Web Audio is not supported. Engine initialization failed.");

}

}

1. Define the decode and parsing functions, and call the resource\_map loadDecodeParse() function to load an audio file.

function decodeResource(data) { return data.arrayBuffer(); }

function parseResource(data) { return mAudioContext.decodeAudioData(data); }

function load(path) {

return map.loadDecodeParse(path, decodeResource, parseResource);

}

1. Define the playCue() function to play the entire duration of an audio clip with proper volume control. This function uses the audio file path as a resource name to find the loaded asset from the resource\_map and then invokes the Web Audio API to play the audio clip. Notice that no reference to the source variable is kept, and thus once started, there is no way to stop the corresponding audio clip. A game should call this function to play short snippets of audio clips as cues.

function playCue(path, volume) {

let source = mAudioContext.createBufferSource();

source.buffer = map.get(path);

source.start(0);

// volume support for cue

source.connect(mCueGain);

mCueGain.gain.value = volume;

}

1. Define the functionality to play, stop, query, and control the volume of the background music. In this case, the mBackgroundAudio variable keeps a reference to the currently playing audio, and thus it is possible to stop and controls the volume of the clip.

function playBackground(path, volume) {

if (has(path)) {

stopBackground();

mBackgroundAudio = mAudioContext.createBufferSource();

mBackgroundAudio.buffer = map.get(path);

mBackgroundAudio.loop = true;

mBackgroundAudio.start(0);

// connect volume accordingly

mBackgroundAudio.connect(mBackgroundGain);

setBackgroundVolume(volume);

}

}

function stopBackground() {

if (mBackgroundAudio !== null) {

mBackgroundAudio.stop(0);

mBackgroundAudio = null;

}

}

function isBackgroundPlaying() {

return (mBackgroundAudio !== null);

}

function setBackgroundVolume(volume) {

if (mBackgroundGain !== null) {

mBackgroundGain.gain.value = volume;

}

}

function incBackgroundVolume(increment) {

if (mBackgroundGain !== null) {

mBackgroundGain.gain.value += increment;

// need this since volume increases when negative

if (mBackgroundGain.gain.value < 0) {

setBackgroundVolume(0);

}

}

}

1. Define functions for controlling the master volume, which in turn, adjusts the volumes of both the cue and the background music.

function setMasterVolume(volume) {

if (mMasterGain !== null) {

mMasterGain.gain.value = volume;

}

}

function incMasterVolume(increment) {

if (mMasterGain !== null) {

mMasterGain.gain.value += increment;

// need this since volume increases when negative

if (mMasterGain.gain.value < 0) {

mMasterGain.gain.value = 0;

}

}

}

1. Define a clearnUp() function to release the allocated HTML5 resources.

function cleanUp() {

mAudioContext.close();

mAudioContext = null;

}

1. Remember to export the functions from this module.

export {init, cleanUp,

has, load, unload,

playCue,

playBackground, stopBackground, isBackgroundPlaying,

setBackgroundVolume, incBackgroundVolume,

setMasterVolume, incMasterVolume

}

### Export the Audio Module to the Client

Edit the index.js file to import from audio.js, initialize and cleanup the module accordingly, and to export to the client.

// … identical to previous code

import \* as aduio from "./resources/audio.js";

// … identical to previous code

function init(htmlCanvasID) {

glSys.init(htmlCanvasID);

vertexBuffer.init();

shaderResources.init();

input.init();

audio.init();

}

function cleanUp() {

loop.cleanUp();

audio.cleanUp();

input.cleanUp();

shaderResources.cleanUp();

vertexBuffer.cleanUp();

glSys.cleanUp();

}

// … identical to previous code

export default {

// resource support

audio, text, xml

// … identical to previous code

}

### Testing the Audio Component

To test the audio component, you must copy the necessary audio files into your game project. Create a new folder in the assets folder and name it sounds. Copy the bg\_clip.mp3, blue\_level\_cue.wav, and my\_game\_cue.wav files into the sounds folder. You will now need to update the MyGame and BlueLevel implementations to load and use these audio resources.

#### Change MyGame.js

Update MyGame scene to load the audio clips, play background audio, and cue the player when the arrow keys are pressed.

1. Declare constant file paths to the audio files in the constructor. Recall that these file paths are used as resource names for loading, storage, and retrieval. Declaring these as constants for later reference is a good software engineering practice.

constructor() {

super();

// audio clips: supports both mp3 and wav formats

this.mBackgroundAudio = "assets/sounds/bg\_clip.mp3";

this.mCue = "assets/sounds/my\_game\_cue.wav";

// … identical to previous code

}

1. Request the loading of audio clips in the load() function, and make sure to define the corresponding unload() function. Notice the unloading of background music is preceded by stopping the music. This is true in general that unloading must be preceded by halting all operations based on a resource.

load() {

// loads the audios

engine.audio.load(this.mBackgroundAudio);

engine.audio.load(this.mCue);

}

unload() {

// Step A: Game loop not running, unload all assets

// stop the background audio

engine.audio.stopBackground();

// unload the scene resources

engine.audio.unload(this.mBackgroundAudio);

engine.audio.unload(this.mCue);

}

1. Start the background audio at the end of the init() function.

init() {

// … identical to previous code …

// now start the Background music ...

engine.audio.playBackground(this.mBackgroundAudio, 1.0);

}

1. In the update() function, cue the players when the right and left-arrow keys are pressed, and increases and decreases the background music.

update() {

// … identical to previous code …

// Support hero movements

if (engine.input.isKeyPressed(engine.input.keys.Right)) {

engine.audio.playCue(this.mCue, 0.5);

engine.audio.incBackgroundVolume(0.05);

xform.incXPosBy(deltaX);

if (xform.getXPos() > 30) { // this is the right-bound of the window

xform.setPosition(12, 60);

}

}

if (engine.input.isKeyPressed(engine.input.keys.Left)) {

engine.audio.playCue(this.mCue, 1.5);

engine.audio.incBackgroundVolume(-0.05);

xform.incXPosBy(-deltaX);

if (xform.getXPos() < 11) { // this is the left-bound of the window

this.next();

}

}

// … identical to previous code …

}

#### Change BlueLevel.js

The changes to the BlueLevel scene are similar to those of the MyGame scene but with a different audio cue.

1. In the BlueLevel constructor, add the following path names to the audio resources.

constructor() {

super();

// audio clips: supports both mp3 and wav formats

this.mBackgroundAudio = "assets/sounds/bg\_clip.mp3";

this.mCue = "assets/sounds/blue\_level\_cue.wav";

// … identical to previous code …

}

1. Modify the load() and unload() functions for the audio clips.

load() {

engine.xml.load(this.mSceneFile);

engine.audio.load(this.mBackgroundAudio);

engine.audio.load(this.mCue);

}

unload() {

// stop the background audio

engine.audio.stopBackground();

// unload the scene flie and loaded resources

engine.xml.unload(this.mSceneFile);

engine.audio.unload(this.mBackgroundAudio);

engine.audio.unload(this.mCue);

}

1. In the same manner as MyGame, start the background audio in the init() function and cue the player when the left and right keys are pressed in the update() function. Notice that in this case, the audio cues are played with different volume settings.

init() {

// … identical to previous code …

// now start the Background music ...

engine.audio.playBackground(this.mBackgroundAudio, 0.5);

}

update() {

// … identical to previous code

/// Move right and swap ovre

if (engine.input.isKeyPressed(engine.input.keys.Right)) {

engine.audio.playCue(this.mCue, 0.5);

xform.incXPosBy(deltaX);

if (xform.getXPos() > 30) { // this is the right-bound of the window

xform.setPosition(12, 60);

}

}

// Step A: test for white square movement

if (engine.input.isKeyPressed(engine.input.keys.Left)) {

engine.audio.playCue(this.mCue, 1.0);

xform.incXPosBy(-deltaX);

if (xform.getXPos() < 11) { // this is the left-boundary

this.next(); // go back to my game

}

}

// … identical to previous code

}

You can now run the project and listen to the wonderful audio feedback. If you press and hold the arrow keys, there will be many cues repeatedly played. In fact, there are so many cues echoed that the sound effects are blurred into an annoying blast. This serves as an excellent example illustrating the importance of using audio cues with care and ensuring each individual cue is nice and short. You can try tapping the arrow keys to listen to more distinct and pleasant sounding cues, or you can simply replace the isKeyPressed() function with the isKeyClicked() function and listen to each individual cue.

## Game Design Considerations

In this chapter, we discussed the game loop and the technical foundation contributing to the connection between what the player does and how the game responds. If a player selects a square that’s drawn on the screen and moves it from location A to location B by using the arrow keys (for example), you’d typically want that action to appear as a smooth motion beginning as soon as the arrow key is pressed, without stutters, delays, or noticeable lag. The game loop contributes significantly to what’s known as presence in game design; presence is the player’s ability to feel as if they’re connected to the game world and responsiveness plays a key role in making players feel connected. Presence is reinforced when actions in the real world (such as pressing arrow keys) seamlessly translate to responses in the game world (such as moving objects, flipping switches, jumping, and so on); presence is compromised when actions in the real world suffer translation errors such as delays and lag.

As mentioned in Chapter 1, effective game mechanic design can begin with just a few simple elements. By the time you’ve completed the *Keyboard Support* project in this chapter, for example, many of the pieces will already be in place to begin constructing game levels: you’ve provided players with the ability to manipulate two individual elements on the screen (the red and white squares), and all that remains in order to create a basic game loop is to design a causal chain using those elements that results in a new event when completed. Imagine the *Keyboard Support* project is your game: how might you use what’s available to create a causal chain? You might choose to play with the relationship between the squares, perhaps requiring that the red square be moved completely within the white square in order to unlock the next challenge; once the player successfully placed the red square in the white square the level would complete. This basic mechanic may not be quite enough on its own to create an engaging experience, but by including just a few of the other eight elements of game design (systems design, setting, visual design, music and audio, and the like) it’s possible to turn this one basic interaction into an almost infinite number of engaging experiences and create that sense of presence for players. You’ll add more game design elements to these exercises as you continue through subsequent chapters.

The *Resource Map* and *Shader Loader* project, the *Scene File* project, and the *Scene Objects* project are designed to help you begin thinking about architecting game designs from the ground-up for maximum efficiency so that problems such as asset loading delays that detract from the player’s sense of presence are minimized. As you begin designing games with multiple stages and levels and many assets, a resource management plan becomes essential. Understanding the limits of available memory and how to smartly load and unload assets can mean the difference between a great experience and a frustrating experience.

We experience the world through our senses, and our feeling of presence in games tends to be magnified as we include additional sensory inputs. The *Audio Support* project adds basic audio to our simple state-changing exercise from the *Scene Objects* project in the form of a constant background score to provide ambient mood and includes a distinct movement sound for each of the two areas. Compare the two experiences and consider how different they feel because of the presence of sound cues; although the visual and interaction experience is identical between the two, the *Audio Support* project begins to add some emotional cues because of the beat of the background score and the individual tones the rectangle makes as it moves. Audio is a powerful enhancement to interactive experiences and can dramatically increase a player’s sense of presence in game environments, and as you continue through the chapters you’ll explore how audio contributes to game design in more detail.

# Summary

In this chapter, you learned how several common components of a game engine come together. Starting with the ever-important game loop, you learned how it implements an input, update, and draw pattern in order to surpass human perception or trick our senses into believing that the system is continuous and running in real-time. This pattern is at the heart of any game engine and has everything needed in order to create basic games. You learned how full keyboard support can be implemented with flexibility and reusability to provide the engine with a reliable input component. Furthermore, you saw how a resource manager can be implemented to load files asynchronously and how scenes can be abstracted to support scenes being loaded from a file, which can drastically reduce duplication in the code. Lastly, you learned how audio support supplies the client with an interface to load and play both ambient background audio as well as audio cues.

These components separately have little in common but together make up the core fundamentals of nearly every game. As you implement these common core components into the game engine, the games that are created with the engine will not need to worry about the specifics of each component. Instead, the games programmer can focus on utilizing the functionality to hasten and streamline the development process. In the next chapter, you will learn how to create the illusion of an animation with external images.