Build Your Own 2D Game Engine and Create Great Web Games

Using HTML5, JavaScript, and WebGL

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**Build Your Own 2D Game Engine and Create Great Web Games: Using HTML5, JavaScript, and WebGL**

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—Kelvin Sung

To my nieces, Marley and Monroe, for the utter joy and inspiration they bring to those around them.

—Jebediah Pavleas

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—Fernando Arnez

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—Jason Pace

Contents at a Glance

About the Authors xv

About the Technical Reviewer xvii

Acknowledgments xix

Introduction xxi

Chapter 1: Introducing 2D Game Engine Development with JavaScript 1

Chapter 2: Working with HTML5 and WebGL 15

Chapter 3: Drawing Objects in the World 47

Chapter 4: Implementing Common Components of Video Games 77

Chapter 5: Working with Textures, Sprites, and Fonts 127

Chapter 6: Defining Behaviors and Detecting Collisions 187

Chapter7: Manipulating the Camera 233

Chapter 8: Implementing Illumination and Shadow 273

Chapter 9: Integrating Physics and Particles 365

Chapter 10: Supporting Camera Background 419

Chapter 11: Building a Sample Game: From Design to Completion 441

Index 457

Contents

About the Authors xv

About the Technical Reviewer xvii

Acknowledgments xix

Introduction xxi

Chapter 1: Introducing 2D Game Engine Development with JavaScript 1

The Technologies 2

Setting Up Your Development Environment 3

Downloading and Installing JavaScript Syntax Checker 3

Working in the NetBeans Development Environment 4

Creating an HTML5 Project in NetBeans 5

The Relationship Between the Project Files and the File System 8

How to Use This Book 9

How Do You Make a Great Video Game? 9

References 13

Technologies 13

Chapter 2: Working with HTML5 and WebGL 15

Introduction 15

Canvas for Drawing 15

The HTML5 Canvas Project 15

Separating HTML and JavaScript 18

The JavaScript Source File Project 18

Observations .23

Elementary Drawing with WebGL 23

The Draw One Square Project 23

Observations 30

Abstraction with JavaScript Objects 30

The JavaScript Objects Project 30

Observations 39

Separating GLSL from HTML 39

The Shader Source Files Project 39

Source Code Organization 43

Changing the Shader and Controlling the Color 43

The Parameterized Fragment Shader Project 43

Summary 45

■Chapter 3: Drawing Objects in the World 47

Introduction 47

Encapsulating Drawing 48

The Renderable Objects Project 48

Observations 50

Transforming a Renderable Object 51

Matrices as Transform Operators 51

The glMatrix Library 53

The Matrix Transform Project 54

Observations 58

Encapsulating the Transform Operator 58

The Transform Objects Project 58

The Transform Object 59

View, Projection, and Viewports 61

Coordinate Systems and Transformations 61

The View Projection and Viewport Project 64

The Camera 71

The Camera Objects Project 71

Summary 76

Chapter 4: Implementing Common Components of Video Games 77

Introduction 77

The Game Loop 78

The Game Loop Project 79

Keyboard Input 86

The Keyboard Support Project 86

Resource Management and Asynchronous Loading 93

The Resource Map and Shader Loader Project 94

Game Level from a Scene File 103

The Scene File Project 103

Scene Object: Client Interface to the Game Engine 110

The Scene Objects Project 110

Audio 116

The Audio Support Project 117

Summary 125

Game Design Considerations 125

Chapter 5: Working with Textures, Sprites, and Fonts 127

Introduction 127

Texture Mapping and Texture Coordinates 128

The Texture Shaders Project 130

Drawing with Sprite Sheets 150

The Sprite Shaders Project 152

Sprite Animations 161

Overview of Animated Sprite Sheets 162

The Sprite Animation Project 163

Fonts and Drawing of Text 170

Bitmap Fonts 170

The Font Support Project 171

Summary 184

Game Design Considerations 184

Chapter 6: Defining Behaviors and Detecting Collisions 187

Introduction 187

Game Objects 188

The Game Objects Project 188

Chasing of a GameObject 196

Vectors Review 196

The Front and Chase Project 200

Collisions Between GameObjects 207

Bounding Box 207

The Bounding Box and Collisions Project 208

Per-Pixel Collisions 213

The Per-Pixel Collisions Project 213

Generalized Per-Pixel Collisions 221

Vector Review: Components and Decomposition 221

The General Pixel Collisions Project 224

Per-Pixel Collisions for Sprites 227

The Sprite Pixel Collisions Project 228

Summary 231

Game Design Considerations 231

Chapter 7: Manipulating the Camera 233

Introduction 233

Camera Manipulations 234

The Camera Manipulations Project 234

Interpolation 240

The Camera Interpolations Project 241

Camera Shake Effect 246

The Camera Shake Project 247

Multiple Cameras 253

The Multiple Cameras Project 254

Mouse Input Through Cameras 259

The Mouse Input Project 260

Summary 266

Game Design Considerations 267

Chapter 8: Implementing Illumination and Shadow 273

Introduction 273

Overview of Illumination and GLSL Implementation 274

Ambient Light 274

The Global Ambient Project 275

Light Source 281

GLSL Implementation and Integration into the Game Engine 282

The Simple Light Shader Project 283

Multiple Light Sources and Distance Attenuation 293

The Multiple Lights Project 294

Diffuse Reflection and Normal Mapping 302

The Normal Maps and Illumination Shaders Project 305

Specular Reflection and Materials 315

Integration of Material in the Game Engine and GLSL Shaders 318

The Material and Specularity Project 318

Light Source Types 327

The Directional and Spot Lights Project 328

Shadow Simulation 337

The Shadow Simulation Algorithm 339

The Shadow Shaders Project 340

Summary 356

Game Design Considerations 356

Chapter 9: Integrating Physics and Particles 365

Introduction 365

Physics Overview 366

Movement 366

Collision Detection 368

Collision Resolution 369

Detecting Collisions 369

The Rigid Shape Bounds Project 370

Resolving Collisions 381

The Rigid Shape Impulse Project 381

Particles and Particle Systems 397

The Particles Project 397

Particle Emitters 408

The Particle Emitters Project 408

Summary 412

Game Design Considerations 413

Chapter 10: Supporting Camera Background 419

Introduction 419

Tiling of the Background 420

The Tiled Objects Project 421

Simulating Motion Parallax with Parallax Scrolling 426

The ParallaxObjects Project 428

Layer Management 432

The Layer Manager Project 432

Summary 438

Game Design Considerations 439

Chapter 11: Building a Sample Game: From Design to Completion 441

Part 1: Refining the Concept 441

Part 2: Integrating a Setting 444

Contextual Images Bring the Setting to Life 444

Defining the Playable Space 445

Adding Layout to the Playable Space 446

Tuning the Challenge and Adding Fun 447

Further Tuning: Introducing Enemies 448

General Considerations 448

Part 3: Integrating Additional Design Elements 449

Visual Design 449

Game Audio 450

Interaction Model 451

Game Systems and Meta Game 451

User Interface (UI) Design 452

Game Narrative 453

Bonus Content: Adding a Second Stage to the Level 454

Summary 455

Index 457

About the Authors

**Kelvin Sung** is a professor with the Computing and Software Systems Division and the principal investigator of the Game-Themed Research Group at University of Washington Bothell (UWB). He received his Ph.D. in computer science from the University of Illinois at Urbana-Champaign in 1992. His background is in computer graphics, hardware, and machine architecture. He came to UWB from Alias|Wavefront (now part of Autodesk) in Toronto, where he played a key role in designing and implementing the Maya renderer, an Academy Award–winning image generation system. Before joining Alias|Wavefront, Kelvin was an assistant professor with the School of Computing, National University of Singapore. Kelvin’s research interests are in studying the role of technology in supporting human communication. Funded by Microsoft Research and the National Science Foundation, Kelvin’s recent work focused on the intersection of video game mechanics, real-world problems, and mobile technologies. Kelvin teaches both undergraduate and graduate classes in computer graphics, game development, and mobile computing.

**Jebediah Pavleas** is a graduate student in the Computer Science and Software Engineering program at the University of Washington Bothell (UWB) as well as an intern on the NExT Enable team at Microsoft Research. He is also the coauthor of the book *Learn 2D Game Development with C#*. He received a bachelor’s of science degree in 2012 and was the recipient of the Chancellor’s Medal for his class. During his time as an undergraduate, he took great interest in both computer graphics and games. His projects included an interactive math application that utilizes Microsoft’s Kinect sensor to teach algebra, a 2D role-playing game designed to teach students introductory programming concepts, and a web site where students can compete in various mini-games to control checkpoints around campus. Relating to these projects, he coauthored publications in IEEE Computers and The Journal of Computing Sciences in Colleges (CCSC). When not working toward his graduate degree, he enjoys designing, building, and playing games of all kinds as well as adapting technology for improved accessibility.

**Fernando Arnez** is an undergraduate student in the Computing and Software Systems Division at the University of Washington Bothell (UWB) working toward his bachelor’s degree in computer science and software engineering. He is a member of the Game-Themed Research Group and has participated in projects that built casual games for teaching introductory programming concepts. He coauthored an article in IEEE Computers discussing his work and the results from those projects.

**Jason Pace** directs the University of Washington Bothell’s Digital Future Lab (www.bothell.washington.edu/digitalfuture/about), an interactive media research and development studio modeling startup culture for a diverse group of student developers, designers, artists, musicians, and producers. He started the lab after spending 16 years at Microsoft leading user experience and product development teams on a number of Microsoft’s key consumer products, including serving as a creative director and lead producer on the Halo team at 343 Industries and Design Manager for the Microsoft Casual Games group. His work in the lab focuses on exploring how radically diverse teams that seek to maximize differences among contributors can lead to unexpected insights and new directions in design and development. The lab brings undergraduate students together from across majors and schools to create high-performance creative teams engaged in both commercial game development and design research.

About the Technical Reviewer

**Jason Sturges** is a cutting edge technologist focused in ubiquitous delivery of immersive user experiences. Coming from a visualization background, he’s always pushing boundaries of computer graphics to the widest reach cross platform while maintaining natural and intuitive usability per device. From interactivity, motion, animations, and creative design, he has worked with numerous creative agencies on projects from kiosks to video walls to Microsoft Kinect games. Most recently the core of his work has been mobile apps.

Committed to the open source community, he is also a frequent contributor at GitHub and Stack Overflow as a community resource leveraging modern standards, solid design patterns, and best practices in multiple developer tool chains for web, mobile, desktop, and beyond.

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All opinions, findings, conclusions, and recommendations in this work are those of the authors and do not necessarily reflect the views of the sponsors.

Introduction

Welcome to *Build Your Own 2D Game Engine and Create Web Games*. Because you have picked up this book, you are likely interested in the details of a game engine and the creation of your own games to be played over the Internet. This book teaches you how to build a 2D game engine by covering the involved technical concepts, demonstrating sample implementations, and showing you how to organize the large number of source code and asset files to support game development. This book also discusses how each covered technical topic area relates to elements of game design so that you can build, play, analyze, and learn about the development of 2D game engines and games. The sample implementations in this book are based on HTML5, JavaScript, and WebGL, which are technologies that are freely available and supported by virtually all web browsers. After reading this book, the game engine you develop and the associated games will be playable through a web browser from anywhere on the Internet.

This book presents relevant concepts from software engineering, computer graphics, mathematics, physics, game development, and game design—all in the context of building a 2D game engine. The presentations are tightly integrated with the analysis and development of source code; you’ll spend much of the book building game like concept projects that demonstrate the functionality of game engine components. By building on source code introduced early on, the book leads you on a journey through which you will master the basic concepts behind a 2D game engine while simultaneously gaining hands-on experience developing simple but working 2D games. Beginning from Chapter 4, a “Design Considerations” section is included at the end of each chapter to relate the covered technical concepts to elements of game design. By the end of the book, you will be familiar with the concepts and technical details of 2D game engines, feel competent in implementing functionality in a 2D game engine to support commonly encountered 2D game requirements, and capable of considering game engine technical topics in the context of game design elements in building fun and engaging games.

# Who Should Read This Book

This book is targeted toward programmers who are familiar with basic object-oriented programming concepts and have a basic to intermediate knowledge of an object-oriented programming language such as Java or C#. For example, if you are a student who has taken a few introductory programming courses, an experienced developer who is new to games and graphics programming, or a self-taught programming enthusiast, you will be able to follow the concepts and code presented in this book with little trouble. If you’re new to programming in general, it is suggested that you first become comfortable with the JavaScript programming language and concepts in object-oriented programming before tackling the content provided in this book.

# Assumptions

You should be experienced with programming in an object-oriented programming language, such as Java or C#. Knowledge and expertise in JavaScript would be a plus but are not necessary. The examples in this book were created with the assumption that you understand data encapsulation and inheritance. In addition, you should be familiar with basic data structures such as linked lists and dictionaries and be comfortable working with the fundamentals of algebra and geometry, particularly linear equations and coordinate systems.

# Who Should Not Read This Book

This book is not designed to teach readers how to program, nor does it attempt to explain the intricate details of HTML5, JavaScript, or WebGL. If you have no prior experience developing software with an object-oriented programming language, you will probably find the examples in this book difficult to follow.

On the other hand, if you have an extensive background in game engine development based on other platforms, the content in this book will be too basic; this is a book intended for developers without 2D game engine development experience. However, you might still pick up a few useful tips about 2D game engine and 2D game development for the platforms covered in this book.

# Organization of This Book

This book teaches how to develop a game engine by describing the foundational infrastructure, graphics system, game object behaviors, camera manipulations, and a sample game creation based on the engine.

This book teaches how to develop a game engine by describing the foundational infrastructure, graphics system, game object behaviors, camera manipulations, and a sample game creation based on the engine.

Chapters 2 to 4 construct the foundational infrastructure of the game engine. Chapter 2 establishes the initial infrastructure by separating the source code system into folders and files that contain the following: JavaScript-specific core engine logics, WebGL GLSL-specific shader programs, and HTML5-specific web page contents. This organization allows ongoing engine functionality expansion while maintaining localized source code system changes. For example, only JavaScript source code files need to be modified when introducing enhancements to game object behaviors. Chapter 3 builds the drawing framework to encapsulate and hide the WebGL drawing specifics from the rest of the engine. This drawing framework allows the development of game object behaviors without being distracted by how they are drawn. Chapter 4 introduces and integrates core game engine functional components including game loop, keyboard input, efficient resource and game level loading, and audio support.

Chapters 5 to 7 present basic functionality of a game engine: drawing system, behavior and interactions, and camera manipulation. Chapter 5 focuses on working with texture mapping, including sprite sheets, animation with sprite sheets, and the drawing of bitmap fonts. Chapter 6 puts forward abstractions for game objects and their behaviors including per-pixel accurate collision detection. Chapter 7 details the manipulation and interactions with the camera including programming with multiple cameras and supporting mouse input.

Chapters 8 to 10 elevate the introduced functionality to more advanced levels. Chapter 8 covers the simulation of 3D illumination effects in 2D game scenes. Chapter 9 discusses physically based behavior simulations and particle systems that are suitable for modeling explosions. Chapter 10 examines more advanced camera functionality including infinite scrolling through tiling and parallax.

Chapter 11 summarizes the book by leading you through the design of a complete game based on the game engine you have developed.

# Code Samples

Every chapter in this book includes examples that let you interactively experiment with and learn the new materials. You can download the source code for all the projects, including the associated assets (images, audio clips, or fonts), from the following page: www.apress.com/9781484209530.

Follow the instructions to download the 9781484209530.zip file. To install the code samples, unzip the 9781484209530.zip file. You should see a folder structure that is organized by chapter numbers. Within each folder are subfolders containing NetBeans projects that correspond to sections of this book.