

# Week 8: Assignment 8: UI + Sound

**Due** Oct 19 at 12:59am**Points** 30**Questions** 3**Available** Oct 10 at 1am - Dec 15 at 12:59am 2 months**Time Limit** None

## Instructions

## Description

For this assignment, you may create an original game of your choosing, or extend examples found in the Phaser Examples at <http://phaser.io/examples> [\\_ \(http://phaser.io/examples\)](http://phaser.io/examples). You will use the Phaser JavaScript library to explore some of the possibilities of working with audio and user interface elements like a scoreboard. Many of the concepts are covered in the assigned reading from specific sections of Chapter 6 in *An Introduction to HTML5 Game Development with Phaser.js*. The assignment challenges you to integrate your own custom JavaScript code and external audio asset files.

## Requirements

You may simply extend the game you created for Assignment 7 if you wish for this assignment. That game should take user input via keyboard or pointer (mouse). Your revised game must incorporate at least two audio assets and a single user interface text display, like a scoreboard. If you add a scoreboard, include code for generating a score value. Remove or disable (by commenting out) any code for Phaser render state so debugging information is NOT displayed.

1. Use your own creations for audio assets or use audio that the author licenses as open source. A great online repository is OpenGameArt found at <https://opengameart.org/> [\\_ \(https://opengameart.org/\)](https://opengameart.org/).
2. Set the dimensions of your game world to any dimensions you wish.
3. Incorporate use of two audio assets using *Phaser.Sound* class with playback via the *play()* method.
4. Display a text-based user interface element and add code to track score, level or whatever value your UI displays so that value changes over time and/or with user interaction.
5. Validate the JavaScript in your work and provide a screenshot: <http://esprima.org/demo/validate.html> [\\_ \(http://esprima.org/demo/validate.html\)](http://esprima.org/demo/validate.html)

## Purpose

Begin working with audio to enhance game experiences and text user interface elements to provide gameplay feedback and status.

## Tools

- Cloud9 IDE code editor and file manager
- Chrome browser with Chrome developer tools

- Phaser JavaScript library found at <http://phaser.io/> [\(http://phaser.io/\)](http://phaser.io/)
- JavaScript code validator found at <http://esprima.org/demo/validate.html> [\(http://esprima.org/demo/validate.html\)](http://esprima.org/demo/validate.html)
- OpenGameArt asset repository found at <https://opengameart.org/> [\(https://opengameart.org/\)](https://opengameart.org/)

## Due Date

This assignment is due by the last day of this module by 11:59pm Pacific time.

## Submission Directions

1. If you have not already done so, share your Cloud9 workspace with the instructor's account, **srjcewilde**. For instructions on sharing a workspace, see <https://docs.c9.io/docs/share-a-workspace> [\(https://docs.c9.io/docs/share-a-workspace\)](https://docs.c9.io/docs/share-a-workspace).
2. If you are extending last week's assignment, duplicate last week's assignment folder "module05" inside of your Cloud9 workspace.
3. Rename your folder "module08".
4. Complete all JavaScript coding needed to meet assignment requirements.
5. Make a screenshot of the validation confirmation screen. Upload the screenshot to question 8.1.
6. Preview your HTML file containing your JavaScript in Cloud9 using the running application, and copy the URL where your file can be viewed on the Internet. Enter the preview URL for your page for question 8.2.
7. Copy the contents of your custom JavaScript code and paste into your response to question 8.3.

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