Week 8: Screencast, Lecture Slides + Reading

Live Presentation 10/12/2018

Part 1

[https://cccconfer.zoom.us/recording/share/DRlJHGmMpgbIH7kKffsVcP3si6J6qRBrjB7MM84n2Tm wIumekTziMw?startTime=1539367257000 (https://cccconfer.zoom.us/recording/share/DRlJHGmMpgbIH7kKffsVcP3si6J6qRBrjB7MM84n2TmwIumekTziMw?startTime=1539367257000)](https://cccconfer.zoom.us/recording/share/DRlJHGmMpgbIH7kKffsVcP3si6J6qRBrjB7MM84n2TmwIumekTziMw?startTime=1539367257000)

Part 2

[https://cccconfer.zoom.us/recording/share/Q8VZHAf2WU8-bKEI2Q7amGmyFmnnQUbEh92w-smW0hywIumekTziMw (https://cccconfer.zoom.us/recording/share/Q8VZHAf2WU8-bKEI2Q7amGmyFmnnQUbEh92w-smW0hywIumekTziMw)](https://cccconfer.zoom.us/recording/share/Q8VZHAf2WU8-bKEI2Q7amGmyFmnnQUbEh92w-smW0hywIumekTziMw)

Lecture Slides

[F18 CS74-42A Week08 On Campus Slides Final.pdf (https://canvas.santarosa.edu/courses/33387/files/1696876/download?wrap=1)](https://canvas.santarosa.edu/courses/33387/files/1696876/download?wrap=1) [(https://canvas.santarosa.edu/courses/33387/files/1696876/download?wrap=1)](https://canvas.santarosa.edu/courses/33387/files/1696876/download?wrap=1)

Online Conference Access

This week's online conference will take place on Friday, 10/12/2018 from 11am-12pm.

Live access to the weekly online meeting using Zoom is available at: [https://cccconfer.zoom.us/j/961817861 (https://cccconfer.zoom.us/j/961817861)](https://cccconfer.zoom.us/j/961817861)

Required Reading

Please complete the required reading for this module. Conduct all of the exercises and activities contained in the reading. Weekly assignments may include questions from the reading.

- *An Introduction to HTML5 Game Development with Phaser.js*
  - Chapter 6: Phaser Principles, pages 76-81
    - Section 6.12: Sound

Discussions

Ongoing this week... Visit **Discussion 3: Game Typologies (https://canvas.santarosa.edu/courses/33387/discussion_topics/179059)** to see what your classmates have to say about video essays from Extra Credits discussing the world of game genres and how Americans relate to the FPS genre. Make a reply post this week!

Links

Instructor's Cloud9 Workspace
https://ide.c9.io/srjcewilde/cs74-42a-fa18 **(https://ide.c9.io/srjcewilde/cs74-42a-fa18)**

Phaser Code Examples: http://phaser.io/examples **(http://phaser.io/examples)**

Complete Phaser Code Examples Source Files: **https://codeload.github.com/photonstorm/phaser-examples/zip/master (https://codeload.github.com/photonstorm/phaser-examples/zip/master)** *(175mb zip file!)*

Sound Examples: **https://phaser.io/examples/v2/category/audio (https://phaser.io/examples/v2/category/audio)**

Graphics (UI) Examples: **https://phaser.io/examples/v2/display/graphics (https://phaser.io/examples/v2/display/graphics)**

Phaser Documentation: https://photonstorm.github.io/phaser-ce/ (https://photonstorm.github.io/phaser-ce/)

Sound: **https://photonstorm.github.io/phaser-ce/Phaser.Sound.html (https://photonstorm.github.io/phaser-ce/Phaser.Sound.html)**

Text: **https://photonstorm.github.io/phaser-ce/Phaser.Text.html (https://photonstorm.github.io/phaser-ce/Phaser.Text.html)**

Graphics: **https://photonstorm.github.io/phaser-ce/Phaser.Graphics.html (https://photonstorm.github.io/phaser-ce/Phaser.Graphics.html)**

Tiled (app for making sprite sheets and texture atlases): **http://www.mapeditor.org/ (http://www.mapeditor.org/)**

Audacity (app for working with audio files): **https://www.audacityteam.org/ (https://www.audacityteam.org/)**

Pixlr.com free browser-based editor: **https://pixlr.com/** **(https://pixlr.com/)**

OpenGameArt: **https://opengameart.org/** **(https://opengameart.org/)**

HTML Color Values: **https://www.w3schools.com/html/html_colors.asp (https://www.w3schools.com/html/html_colors.asp)**

Google Fonts (free Web fonts): **https://fonts.google.com** **(https://fonts.google.com)**

Adding Custom Bitmap Fonts to Phaser: **https://www.joshmorony.com/adding-custom-fonts-to-your-phaser-game/** **(https://www.joshmorony.com/adding-custom-fonts-to-your-phaser-game/)**

Curious about how Phaser draws the game in a Web browser? Learn about Pixi.js Library (Phaser incorporates Pixi.js): **http://www.pixijs.com/** **(http://www.pixijs.com/)**

Presentations from Past Terms