Week 12: Starting Your Final Game Project

Note: The materials related to build system in this week are now optional, due to smoke day closures.

Get Building

We spent last week thinking about a game to create for a final project. Now this week you are invited to get to work on your first sprint – iteration – of work. Try to make a playable prototype!

I will introduce another way to pattern your JavaScript coding for Phaser games this week, class-based code design, often used for more modular flexibility. In order for this approach to work reliably with JavaScript in many browsers, a workspace-based build system needs to be set up that can take all of your code and "transpile" it into compatible versions of JavaScript for the many browsers in the world, old and new.
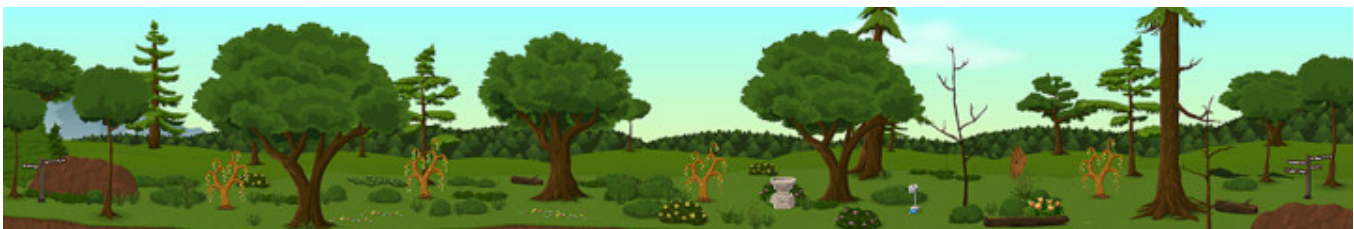
This coding approach and build system setup is optional to use with your final project.

For this week: You are required to try and set up the build environment and make a simple game – covered in Chapter 5 of our textbook – using the build system.

It is a very valuable learning experience to set up your own build system in a new Cloud9 workspace.

We will spend most of the remaining class modules working on a Phaser-based game for the Final Project.

If you get stuck following Chapter 4 and setting up your own build system from scratch, you can clone mine. My Cloud9 build system workspace is available at https://ide.c9.io/srjcewilde/sp18-cs74-42a-build-system (https://ide.c9.io/srjcewilde/sp18-cs74-42a-build-system) for your reference and use.

During this first week, you should strive to accomplish the following goals:

1. **Create a sample project directory in your working build system workspace.** I recommend using the modified version of the Yeoman-installed project template found in my workspace at "YeomanPhaserSetup".
2. **Create the example game from Chapter 5 of the textbook in this project directory.** Introduce any customizations you like include asset replacement to make it your own.

3. **Share your in-progress work in the Week 10: Sharing + Support Discussion** so others can play your game.

During the rest of this week, you should start your Final Project using any coding pattern – functional or class-based – that you prefer. We will iterate the game in coming weeks, making changes to the code and graphics based on any feedback you get from classmates, the instructor, family and friends. Aim for these goals in the first week:

1. **Complete core gameplay mechanics you planned on making** to the code to finish rough game mechanics or dynamics.
2. **Make something that can be shared with classmates and instructor for feedback regarding game mechanics or dynamics** that you can respond to later at least documented change.

During the next week, we will be sharing our first draft prototype work with everyone.