Week 7: Screencast, Lecture Slides + Reading

Live Presentation 10/5/2018

Part 1

https://cccconfer.zoom.us/recording/share/zd6mpWmsBlkGQjJYQSooH7NWXiyoyoApJ9TV3EG_mrywlumekTziMw?startTime=1538762407000
(https://cccconfer.zoom.us/recording/share/zd6mpWmsBlkGQjJYQSooH7NWXiyoyoApJ9TV3EG_mrywlumekTziMw?startTime=1538762407000)

Part 2

https://cccconfer.zoom.us/recording/share/9La1QozdN00ikOe44FF6zzjaqWO4mmae8p3Z9WX-qlewlumekTziMw
(https://cccconfer.zoom.us/recording/share/9La1QozdN00ikOe44FF6zzjaqWO4mmae8p3Z9WX-qlewlumekTziMw)

Lecture Slides

F18 CS74-42A Week07 On Campus Slides Final.pdf
(https://canvas.santarosa.edu/courses/33387/files/1683671/download?wrap=1)
(https://canvas.santarosa.edu/courses/33387/files/1683671/download?wrap=1)

Online Conference Access

This week's online conference will take place on Friday, 10/5/2018 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)

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 69-72
    - Section 6.8.1: Sprite Sheets

- Section 6.9: Texture Atlases
- Section 6.10: Tile Sprites
- Section 6.13: Maps
- Section 6.28: Making Atlases

Discussions

New this week! Visit **Discussion 3: Game Typologies (https://canvas.santarosa.edu/courses/33387/discussion_topics/179059)** to view two new video essays from Extra Credits discussing the world of game genres and how Americans relate to the FPS genre.

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!)*
>
> Spritesheet Example: **https://phaser.io/examples/v2/animation/sprite-sheet (https://phaser.io/examples/v2/animation/sprite-sheet)**

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

> Animation: **https://photonstorm.github.io/phaser-ce/Phaser.Animation.html (https://photonstorm.github.io/phaser-ce/Phaser.Animation.html)**
>
> Tilemap: **https://photonstorm.github.io/phaser-ce/Phaser.Tilemap.html (https://photonstorm.github.io/phaser-ce/Phaser.Tilemap.html)**
>
> Spritesheets (loading): **https://photonstorm.github.io/phaser-ce/Phaser.Loader.html#spritesheet** **(https://photonstorm.github.io/phaser-ce/Phaser.Loader.html#spritesheet)**

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

Texture Packer (app for making sprite sheets): **https://www.codeandweb.com/texturepacker (https://www.codeandweb.com/texturepacker)**

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

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