Week 9: Assignment 9: Arcade Physics

Due Oct 24 at 12:59am **Points** 30 **Questions** 3
Available Oct 17 at 1am - Dec 15 at 12:59am about 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)**. You will use the Phaser JavaScript library to explore some of the possibilities of working with arcade physics to simulate the physical world. 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 asset files.

Requirements

Extend the game you created for Assignment 6. That game should take user input via keyboard or pointer (mouse). Your revised game must utilize at least four of the available arcade physics body properties (such as gravity, bounce, angular velocity, and drag) on some of the game's sprites. You may also use the sprite lifespan property to control the time to live for individual sprites.

1. Use as many of the Phaser arcade physics body properties to introduce physical world simulation into your gameplay. A complete list of properties for the Phaser arcade physics Body class can be found here: **https://photonstorm.github.io/phaser-ce/Phaser.Physics.Arcade.Body.html (https://photonstorm.github.io/phaser-ce/Phaser.Physics.Arcade.Body.html)**
2. Set the dimensions of your game world to any dimensions you wish. Use the *Phaser.CANVAS* mode for rendering the game.
3. Validate the JavaScript in your work and provide a screenshot: **http://esprima.org/demo/validate.html (http://esprima.org/demo/validate.html)**

Purpose

Begin working with arcade physics properties to simulate the forces of the physical world.

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/)**

- JavaScript code validator found at **http://esprima.org/demo/validate.html (http://esprima.org/demo/validate.html)**
- OpenGameArt asset repository found at **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)** .
2. Duplicate last week's assignment folder "module06" inside of your Cloud9 workspace.
3. Rename your folder "module07".
4. Complete all JavaScript coding needed to meet assignment requirements.
5. Make a screenshot of the validation confirmation screen. Upload the screenshot to question 7.1.
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 7.2.
7. Copy the contents of your custom JavaScript code and paste into your response to question 7.3.

Take the Quiz