Week 6: Screencast, Lecture Slides + Reading

Live Presentation 9/28/2018

Screencast available after weekly live session on Friday 9/28/2018.

Lecture Slides

Lecture slides available after weekly live session on Friday 9/28/2018.

Online Conference Access

This week's online conference will take place on Friday, 9/28/2018 from 11am-noon.

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 55-69 + 72-75
    - Section 6.1: Game Loop
    - Section 6.2: States
    - Section 6.3: Display List
    - Section 6.4: The World
    - Section 6.5: Camera
    - Section 6.6: Loading and the Asset Cache
    - Section 6.7: Images
    - Section 6.8: Sprites
    - Section 6.11: Input

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!)*

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

- Sprite: **https://photonstorm.github.io/phaser-ce/Phaser.Sprite.html** (https://photonstorm.github.io/phaser-ce/Phaser.Sprite.html)
- Group: **https://photonstorm.github.io/phaser-ce/Phaser.Group.html** (https://photonstorm.github.io/phaser-ce/Phaser.Group.html)
- Input: **https://photonstorm.github.io/phaser-ce/Phaser.Input.html** (https://photonstorm.github.io/phaser-ce/Phaser.Input.html)

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/)

Discussions

If you haven't recently, visit **Discussion 2: History + Origins of Games** (https://canvas.santarosa.edu/courses/33387/discussion_topics/179058) – especially if you overlooked making at least two posts.

Presentations from Past Terms