Week 10: Screencast, Lecture Slides + Reading

Live Presentation 10/26/2018

https://cccconfer.zoom.us/recording/share/FtGlKueNhD5RRnwyw4BpEeK6k-B9fX8aX-wJUQoSn3-wlumekTziMw?startTime=1540576803000
(https://cccconfer.zoom.us/recording/share/FtGlKueNhD5RRnwyw4BpEeK6k-B9fX8aX-wJUQoSn3-wlumekTziMw?startTime=1540576803000)

Lecture Slides

F18 CS74-42A Week10 On Campus Slides Final.pdf
(https://canvas.santarosa.edu/courses/33387/files/1722556/download?wrap=1)
(https://canvas.santarosa.edu/courses/33387/files/1722556/download?wrap=1)

Online Conference Access

(https://canvas.santarosa.edu/courses/33387/files/1696876/download?wrap=1)

This week's online conference will take place on Friday, 10/26/2018 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 110-122
    - Section 6.19: P2 Physics
    - Section 6.20: Particle Systems

Discussions

Ongoing this week! Visit **Discussion 4: History of Console Games** (https://canvas.santarosa.edu/courses/33387/modules/items/774141) to see what your classmates have to say about the Great Video Game Crash of 1983! Post up a reply responding to others' thoughts on commercial video game history and share your favorite console games.

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!)*

Physics Examples: **https://phaser.io/examples/v2/category/p2-physics** (https://phaser.io/examples/v2/category/p2-physics)

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

Phaser.Physics.P2: **https://photonstorm.github.io/phaser-ce/Phaser.Physics.P2** (https://photonstorm.github.io/phaser-ce/Phaser.Physics.P2)

P2 Physics Body: **https://photonstorm.github.io/phaser-ce/Phaser.Physics.P2.Body.html** (https://photonstorm.github.io/phaser-ce/Phaser.Physics.P2.Body.html)

P2 Physics Material: **https://photonstorm.github.io/phaser-ce/Phaser.Physics.P2.Material** (https://photonstorm.github.io/phaser-ce/Phaser.Physics.P2.Material)

PhysicsEditor from Code + Web: **https://www.codeandweb.com/physicseditor** (https://www.codeandweb.com/physicseditor)

HTML5 Game Devs Phaser Discussion Forum: **http://www.html5gamedevs.com/forum/14-phaser-2/** (http://www.html5gamedevs.com/forum/14-phaser-2/)

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

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

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