


Week 5: Screencast, Lecture Slides + Reading

Live Presentation 9/21/2018

https://cccconfer.zoom.us/recording/share/N1M_ylwxF_Lu9Vo6O-AHEOuZE8a9mmRjhN8iOBc3WiwlumekTziMw
(https://cccconfer.zoom.us/recording/share/N1M_ylwxF_Lu9Vo6O-AHEOuZE8a9mmRjhN8iOBc3WiwlumekTziMw)

Lecture Slides

[F18 CS74-42A Week05 On Campus Slides Final.pdf](#)
(<https://canvas.santarosa.edu/courses/33387/files/1670772/download?wrap=1>) 
(<https://canvas.santarosa.edu/courses/33387/files/1670772/download?wrap=1>)

Required Reading

Eloquent JavaScript, Chapters 2 + 3

HTML5 Game Development w Phaser, Chapter 3

Links

Instructor's Cloud9 Workspace

<https://ide.c9.io/srjcewilde/cs74-42a-fa18> [_ \(https://ide.c9.io/srjcewilde/cs74-42a-fa18\)](https://ide.c9.io/srjcewilde/cs74-42a-fa18)
(<https://ide.c9.io/srjcewilde/cs74-42a-fa18>)

Phaser Game Engine Examples (CE v2)

<http://phaser.io/examples> [_ \(http://phaser.io/examples\)](http://phaser.io/examples)

Phase Game Engine Documentation (CE v2)

<https://photonstorm.github.io/phaser-ce/> [_ \(https://photonstorm.github.io/phaser-ce/\)](https://photonstorm.github.io/phaser-ce/)

Phaser Game Engine Code Repository (CE v2)

<https://github.com/photonstorm/phaser-ce> [_ \(https://github.com/photonstorm/phaser-ce\)](https://github.com/photonstorm/phaser-ce)

Definition of Sprite

[https://en.wikipedia.org/wiki/Sprite_\(computer_graphics\)](https://en.wikipedia.org/wiki/Sprite_(computer_graphics))
([https://en.wikipedia.org/wiki/Sprite_\(computer_graphics\)](https://en.wikipedia.org/wiki/Sprite_(computer_graphics)))

Pixlr Bitmap Image Editor Web App

<https://pixlr.com/> [\(https://pixlr.com/\)](https://pixlr.com/)

Draw.io Diagramming Editor Web App

<https://www.draw.io/> [\(https://www.draw.io/\)](https://www.draw.io/)

OpenGameArt

<https://opengameart.org/> [\(https://opengameart.org/\)](https://opengameart.org/)

[\(https://opengameart.org/\)](https://opengameart.org/) HTML5 Game Engines

<https://html5gameengine.com/> [\(https://html5gameengine.com/\)](https://html5gameengine.com/)

ECMAScript Comparisons

<https://kangax.github.io/compat-table/es6/> [\(https://kangax.github.io/compat-table/es6/\)](https://kangax.github.io/compat-table/es6/)

[\(https://opengameart.org/\)](https://opengameart.org/)

Presentations from Past Terms

0:00 / 1:18:55



[Class 3 Part 1](http://ethan.com/srjc/_videos/CS74-42A_Week_02_Part_1.m4v) [_ \(http://ethan.com/srjc/_videos/CS74-42A_Week_02_Part_1.m4v\)](http://ethan.com/srjc/_videos/CS74-42A_Week_02_Part_1.m4v) (.m4v)

0:00 / 34:22



[Class 3 Part 2](http://ethan.com/srjc/_videos/CS74-42A_Week_02_Part_2.m4v) **[_ \(http://ethan.com/srjc/_videos/CS74-42A_Week_02_Part_2.m4v\)](http://ethan.com/srjc/_videos/CS74-42A_Week_02_Part_2.m4v)** **[_ \(.m4v\)](http://ethan.com/srjc/_videos/CS74-42A_Week_02_Part_2.m4v)**