Week 11: Screencast, Lecture Slides + Reading

Live Presentation 11/2/2018

https://cccconfer.zoom.us/recording/share/xUixBLdvI8Mk8z0aFTBy6ECQgEYj4DyodFJsJ1FZLa-wlumekTziMw
(https://cccconfer.zoom.us/recording/share/xUixBLdvI8Mk8z0aFTBy6ECQgEYj4DyodFJsJ1FZLa-wlumekTziMw)

Lecture Slides

F18 CS74-42A Week11 On Campus Slides Final.pdf
(https://canvas.santarosa.edu/courses/33387/files/1744211/download?wrap=1)
(https://canvas.santarosa.edu/courses/33387/files/1744211/download?wrap=1)

Online Conference Access

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

This week's online conference will take place on Friday, 11/2/2018 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, sections 6.20-6.29, pp. 122-132
  - Chapter 7: Game Examples (as needed)

If you are interested in the inner workings of game engines, read the following article by Harold Serrano: *"How does a Game Engine work? An Overview"* found at **https://www.haroldserrano.com/blog/how-do-i-build-a-game-engine** (https://www.haroldserrano.com/blog/how-do-i-build-a-game-engine)

Links

Instructor's Cloud9 Workspace

https://ide.c9.io/srjcewilde/cs74-42a-fa18   (https://ide.c9.io/srjcewilde/cs74-42a-fa18)

Example Games from Textbook Chapter 7

https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book   (https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book)

Example Games from Past Student Final Projects

http://srjc.ethan.com/student-work/game/   (http://srjc.ethan.com/student-work/game/)

Phaser CE GitHub Repo

https://github.com/photonstorm/phaser-ce   (https://github.com/photonstorm/phaser-ce)

Object Pooling in Phaser: An Example

http://www.melkybee.com/blog/2015/05/17/object-pooling-example-in-phaser/ (http://www.melkybee.com/blog/2015/05/17/object-pooling-example-in-phaser/)

Phaser Particle System Examples

https://phaser.io/examples/v2/category/particles   (https://phaser.io/examples/v2/category/particles)

How Does a Game Engine Work? An Overview

https://www.haroldserrano.com/blog/how-do-i-build-a-game-engine (https://www.haroldserrano.com/blog/how-do-i-build-a-game-engine)

Extra Credits

https://becausegamesmatter.com/   (https://becausegamesmatter.com/)

Presentations from Past Terms