Week 12: Assignment 12: First Build-System-Based Phaser Game (Optional)

Due Nov 20 at 11:59pm **Points** 30 **Questions** 3
Available Nov 7 at 12am - Dec 14 at 11:59pm about 1 month **Time Limit** None

Instructions

Description

NOTE: This assignment has been deemed Extra Credit only due to the smoke day closures at SRJC. You do not need to complete this assignment unless you want to earn extra credit points.

For this assignment, you will use the Phaser JavaScript library together with the example game code from Chapter 5 of *An Introduction to HTML5 Game Development with Phaser.js.* The assignment challenges you to integrate your own custom JavaScript code and external graphic asset files in an object-oriented coding pattern and compiling your game using the build system software in your new workspace.

Requirements

Complete the game code, and add your own custom modifications to extend the game design and gameplay. Source files from the book are available for download; URL is identified in the text of Chapter 3 of the book.

1. Customize the source art used for sprites, replacing the original files in the tutorial.
2. Resize the dimensions of the game world.
3. Change the mechanics of the game using code of your own choosing.
4. Set up a new Cloud9 build system workspace, following instructions in Chapter 4 or cloning my workspace.
5. Validate the JavaScript in your work and provide a screenshot: **http://esprima.org/demo/validate.html (http://esprima.org/demo/validate.html)**

Purpose

Learn about contemporary coding patterns, using class-based code and build systems with the Phaser JavaScript library. Learn how to write modular code and compile for distribution.

Tools

- Cloud9 IDE code editor and file manager
- Build system tools, including Git, Grunt, Yeoman, etc.

- 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)**

Submission Directions

1. If you have not already done so, create the new build system Cloud99 workspace (see Chapter 4) and 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 a project folder template from my examples or create your own inside of your Cloud9 workspace.
3. Name your folder "module12".
4. Create files as needed in the "module12" folder, completing all file changes and code modification needed in all files to meet assignment requirements.
5. Make a screenshot of the validation confirmation screen. Upload the screenshot to question 12.1.
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 12.2.
7. Copy the contents of your "transpiled" custom JavaScript code from **app.js** and paste into your response to question 12.3.

This quiz was locked Dec 14 at 11:59pm.
