

Week 9: Screencast, Lecture Slides + Reading

Class Lecture Screencast

Online Conference Access

This week's online conference will take place on Sunday, 3/4/2018 10-11am.

Live access to the weekly online meeting using Zoom is available

at: <https://cccconfer.zoom.us/j/961817861> [_ \(https://cccconfer.zoom.us/j/961817861\)_](https://cccconfer.zoom.us/j/961817861)

Lecture Slides

CS74-42A Week07 Slides Final.pdf

Links

Textbook Game Examples (from Chapter 7): <https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book> [_ \(https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book\)_](https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book)

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

Complete Phaser Code Examples Source

Files: <https://codeload.github.com/photonstorm/phaser-examples/zip/master> [_ \(https://codeload.github.com/photonstorm/phaser-examples/zip/master\)_](https://codeload.github.com/photonstorm/phaser-examples/zip/master) (175mb zip file!)

Arcade Physics Examples: <https://phaser.io/examples/v2/category/arcade-physics> [_ \(https://phaser.io/examples/v2/category/arcade-physics\)_](https://phaser.io/examples/v2/category/arcade-physics)

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

Arcade Physics Body: <https://photonstorm.github.io/phaser-ce/Phaser.Physics.Arcade.Body.html> [_ \(https://photonstorm.github.io/phaser-ce/Phaser.Physics.Arcade.Body.html\)_](https://photonstorm.github.io/phaser-ce/Phaser.Physics.Arcade.Body.html)

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

Phaser CE GitHub Repository (for getting latest version of Phaser

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

Pixi.js Library (Phaser incorporates Pixi.js): <http://www.pixijs.com/> [\(http://www.pixijs.com/\)](http://www.pixijs.com/)

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 92-109
 - Section 6.15: Physics Primer
 - Section 6.16: Phases of a Physics System
 - Section 6.17: Bodies
 - Section 6.18: Arcade Physics