

# SimplePhaser API

Version: v0.1-alpha

## Key

|                 |       |
|-----------------|-------|
| Type            | Color |
| Event           |       |
| Function        |       |
| Getter / Setter |       |

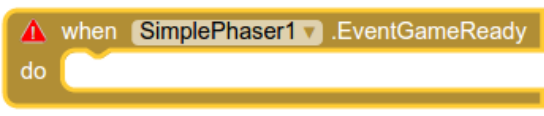
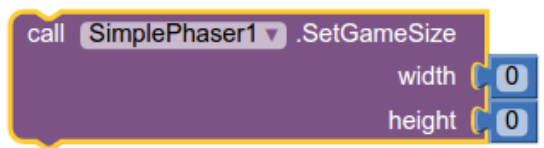
## Valid Groups:

| Group         | Description               | Comments   |
|---------------|---------------------------|------------|
| terrain1      | For terrain objects       |            |
| terrain2      | For terrain objects       |            |
| bullet        | For bullets               | Do not use |
| destructibles | For objects that destroy. |            |

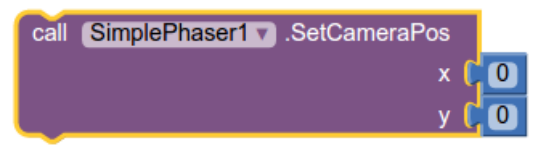
## NB:

If sprite names are empty during instantiation, they are assigned randomly.

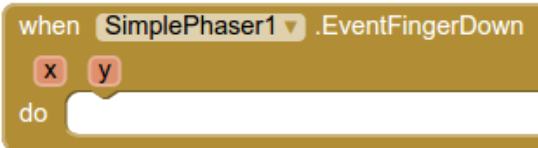
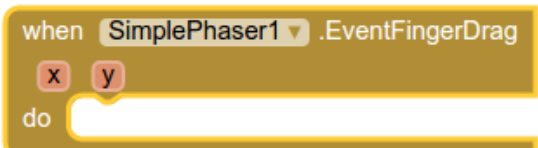
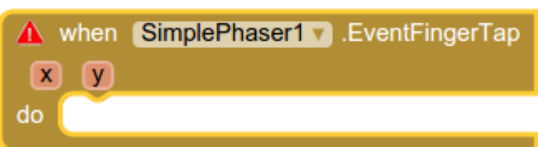
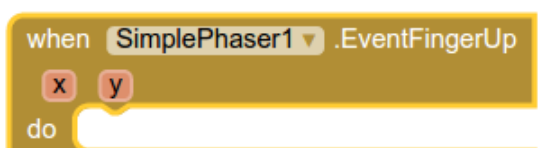
## Game

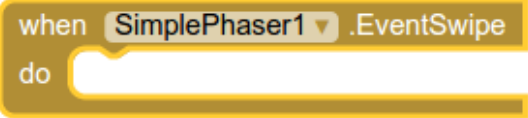
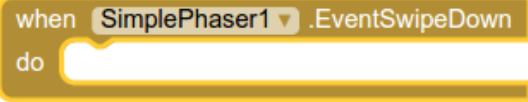
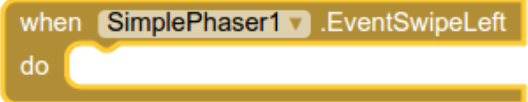
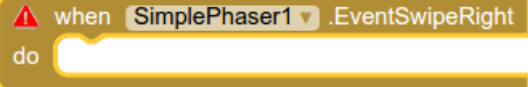
| Block   | Specification                    |  |
|---|----------------------------------|--|
|  | Triggered when game is ready.    | All code should start from this block.                                       |
|  | Sets the size of the game world. | Can be larger than screen size, in which case change the view of the camera. |

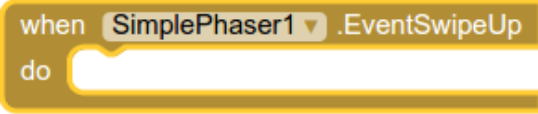
## Camera

| Block  | Specification  | Comments |
|--|--|----------|
|  | <p>Sets the Camera position</p> <p>Params:<br/>x: x-coordinate<br/>y: y-coordinate</p> |          |

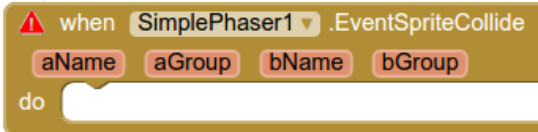
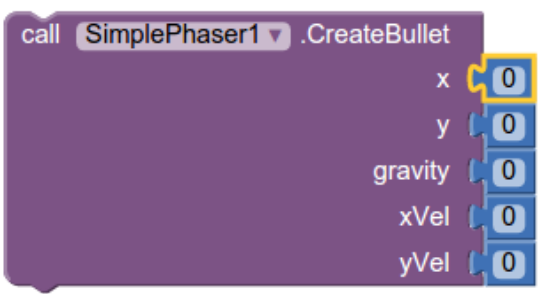
## User Interaction

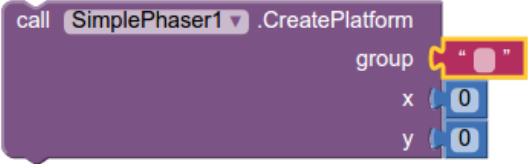
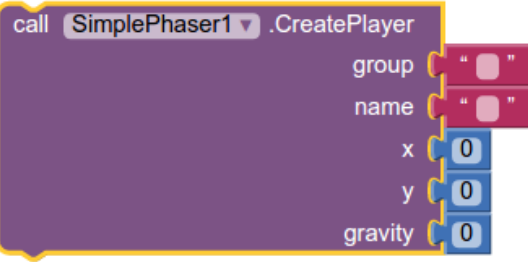
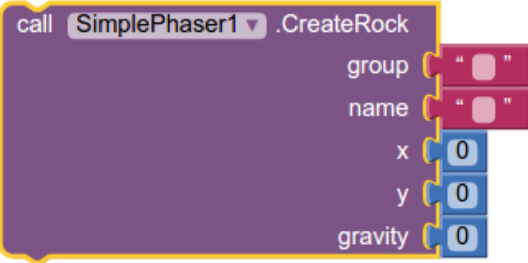
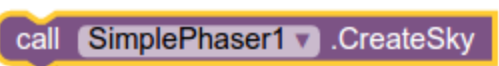
| Block   | Specification   |  |
|---|---|--|
|  <pre> when SimplePhaser1 .EventFingerDown   x y do </pre> | <p>EventFingerDown</p> <p>Triggered when finger down.</p> <p>Returns:<br/> x: x-coordinate of tap, with respect to world.<br/> y: y-coordinate of tap, with respect to world.</p> |  |
|  <pre> when SimplePhaser1 .EventFingerDrag   x y do </pre> | <p>EventFingerDrag</p> <p>Triggered when finger drag.</p> <p>Returns:<br/> x: x-coordinate of tap, with respect to world.<br/> y: y-coordinate of tap, with respect to world.</p> |  |
|  <pre> when SimplePhaser1 .EventFingerTap   x y do </pre> | <p>EventFingerTap</p> <p>Triggered when finger tap.</p> <p>Returns:<br/> x: x-coordinate of tap, with respect to world.<br/> y: y-coordinate of tap, with respect to world.</p>   |  |
|  <pre> when SimplePhaser1 .EventFingerUp   x y do </pre> | <p>EventFingerUp</p> <p>Triggered when fingerup.</p> <p>Returns:</p>  |  |

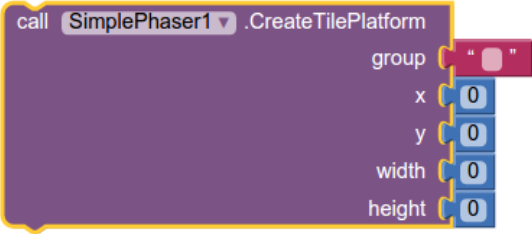
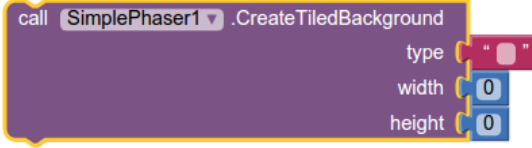
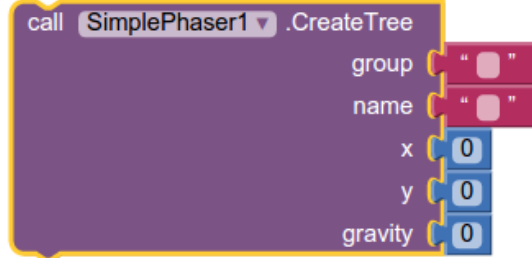

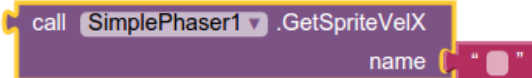
|   |   |  |
|---|---|--|
|   | x: x-coordinate of tap, with respect to world.<br>y: y-coordinate of tap, with respect to world.  |  |
|    | <b>EventSwipe</b><br>Triggered when swipe.<br>Returns:<br>x: x-coordinate of swipe, with respect to world.<br>y: y-coordinate of swipe, with respect to world.            |  |
|    | <b>EventSwipeDown</b><br>Triggered when swipe down.<br>Returns:<br>x: x-coordinate of swipe, with respect to world.<br>y: y-coordinate of swipe, with respect to world.   |  |
|    | <b>EventSwipeLeft</b><br>Triggered when swipe left.<br>Returns:<br>x: x-coordinate of swipe, with respect to world.<br>y: y-coordinate of swipe, with respect to world.   |  |
|  | <b>EventSwipeRight</b><br>Triggered when swipe right.<br>Returns:<br>x: x-coordinate of swipe, with respect to world.<br>y: y-coordinate of swipe, with respect to world. |  |

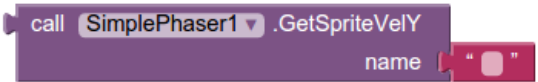
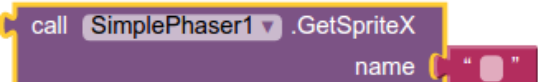
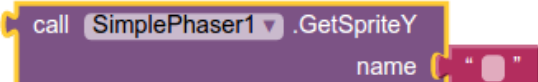
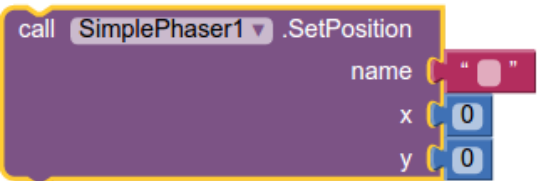
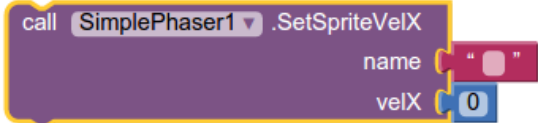
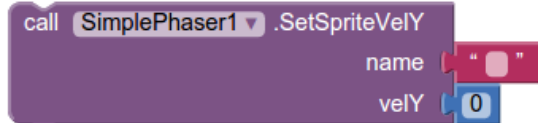
|   |   |  |
|---|---|--|
|  | <p>EventSwipeUp</p> <p>Triggered when swipe up.</p> <p>Returns:<br/> x: x-coordinate of swipe, with respect to world.<br/> y: y-coordinate of swipe, with respect to world.</p> |  |
|---|---|--|

## Sprites

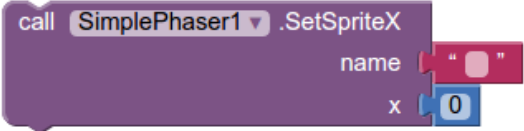
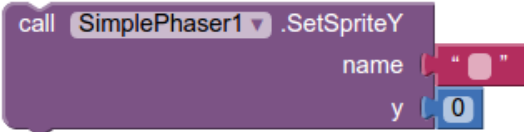
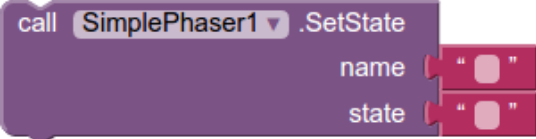
| Block   | Specification  | Comments   |
|---|--|--|
|    | <p>EventSpriteCollide</p> <p>Triggered when 2 sprites collide.</p> <p>Returns:<br/> aName: Name of collided object.<br/> aGroup: Group of collided object.<br/> bName: Name of collided object.<br/> bGroup: Group of collided object.</p> | <p>Sprite A is guaranteed not to be a bullet.</p> <p>If Sprite B is a bullet, then the sprite B will be invalid by time of call.</p> |
|  | <p>Creates a bullet.</p> <p>Params:<br/> x: x-coordinate<br/> y: y-coordinate<br/> gravity: gravity<br/> xVel: Velocity X<br/> yVel: Velocity Y</p>  | <p>Destroys upon impact.</p>   |

|  |  |  |
|--|--|--|
|  <pre> call SimplePhaser1 .CreatePlatform   group   x   y </pre>                | <p>Creates a platform.</p> <p>Params:<br/> Group: Groupname<br/> x: x-coordinate<br/> y: y-coordinate</p>  |  |
|  <pre> call SimplePhaser1 .CreatePlayer   group   name   x   y   gravity </pre> | <p>Creates a player sprite.</p> <p>Params:<br/> group: Group<br/> name: name<br/> x: x-coordinate<br/> y: y-coordinate<br/> gravity: gravity</p> |  |
|  <pre> call SimplePhaser1 .CreateRock   group   name   x   y   gravity </pre>  | <p>Creates a player sprite.</p> <p>Params:<br/> group: Group<br/> name: name<br/> x: x-coordinate<br/> y: y-coordinate<br/> gravity: gravity</p> |  |
|  <pre> call SimplePhaser1 .CreateSky </pre>                                   | <p>Creates a sky background.</p>   |  |

|   |  |  |
|---|--|--|
|    | <p>Creates a repeating tile platform.</p> <p>Params:<br/> group: Group<br/> x: x-coordinate<br/> y: y-coordinate<br/> width: width<br/> height: height</p> |  |
|    | <p>Creates a tiled background.</p> <p>Params:<br/> group: Group<br/> width: width<br/> height: height</p>  |  |
|   | <p>Creates a tree.</p> <p>Params:<br/> group: Group<br/> name: name<br/> x: x-coordinate<br/> y: y-coordinate<br/> gravity: gravity</p>                    |  |
|  | <p>Deletes a sprite.</p> <p>Params:<br/> name: name of sprite to delete</p>  |  |
|  | <p>Gets the sprite velocity X.</p> <p>Params:</p>  |  |

|   |   |  |
|---|---|--|
|   | name: Name of sprite to retrieve  |  |
|    | <p>Gets the sprite velocity Y.</p> <p>Params:<br/>name: Name of sprite to retrieve</p>                    |  |
|    | <p>Gets the sprite Y.</p> <p>Params:<br/>name: Name of sprite to retrieve</p>                             |  |
|    | <p>Gets the sprite X.</p> <p>Params:<br/>name: Name of sprite to retrieve</p>                             |  |
|    | <p>Sets the position.</p> <p>Params:<br/>name: Name of sprite<br/>X: X coordinate<br/>Y: Y coordinate</p> |  |
|  | <p>Sets the sprite velocity.</p> <p>Params:<br/>name: Name of sprite<br/>velX: Velocity X</p>             |  |
|  | <p>Sets the sprite velocity.</p> <p>Params:<br/>name: Name of sprite</p>                                  |  |



|   |  |                               |
|---|--|-------------------------------|
|   | velY: Velocity Y   |                               |
|  | <p>Sets the sprite position.</p> <p>Params:<br/>name: Name of sprite<br/>X: Coordinate X</p>     |                               |
|  | <p>Sets the sprite position.</p> <p>Params:<br/>name: Name of sprite<br/>Y: Coordinate Y</p>     |                               |
|  | <p>Sets the sprite state.</p> <p>Params:<br/>Name: name of sprite<br/>State: State of sprite</p> | only applies to player sprite |

**<INSERT NAME HERE>**

| Block | Specification | Comments |
|-------|---------------|----------|
|       |               |          |
|       |               |          |