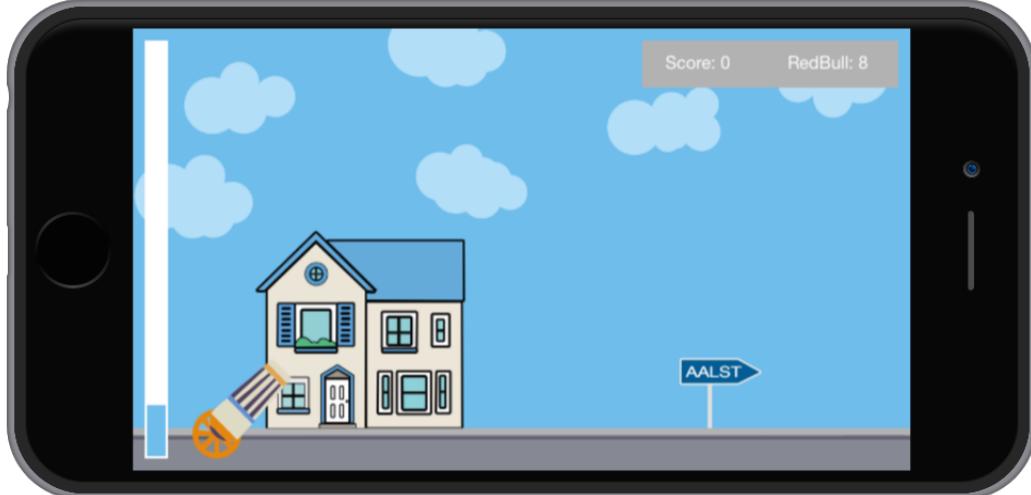
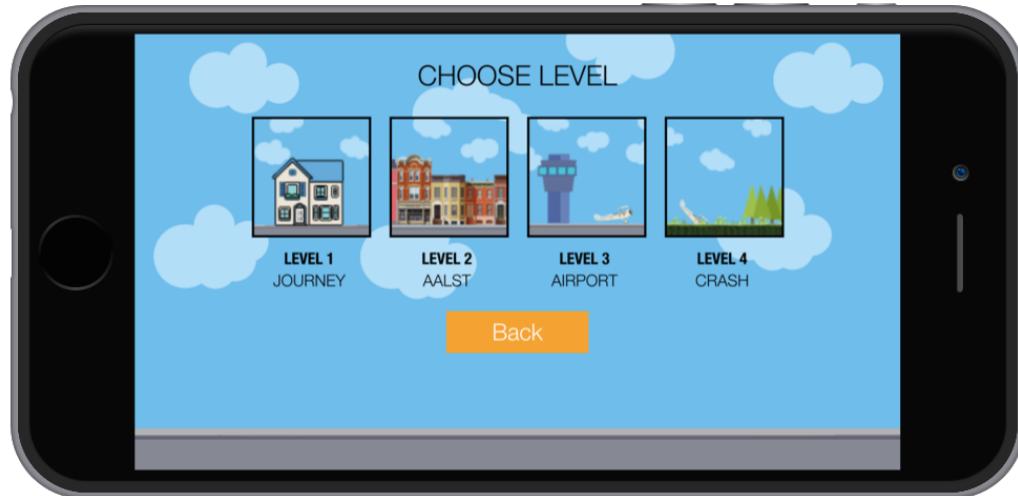
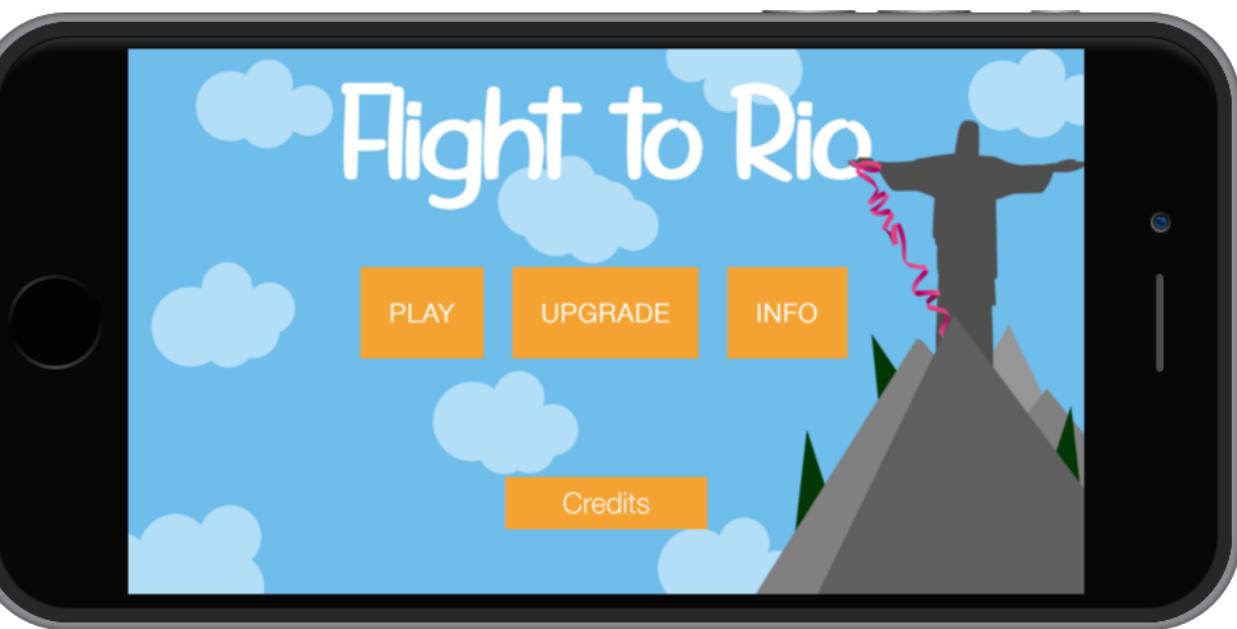
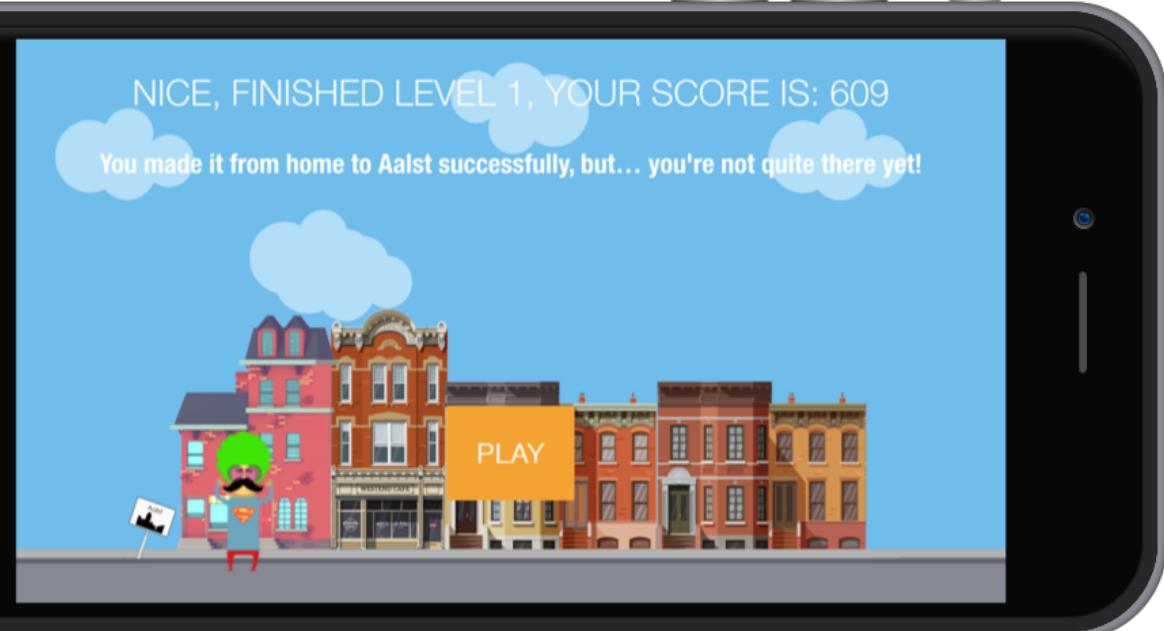
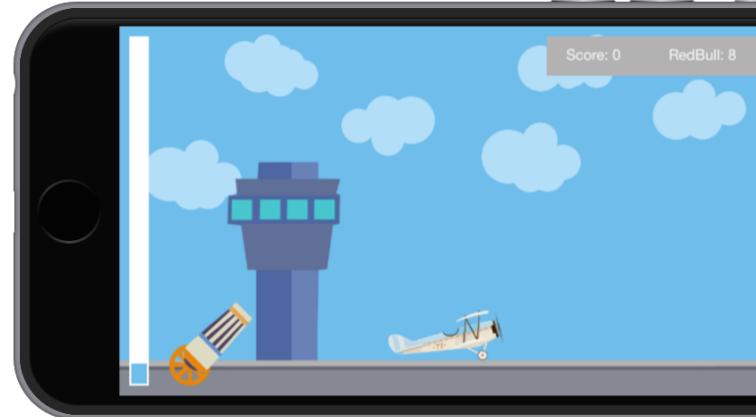
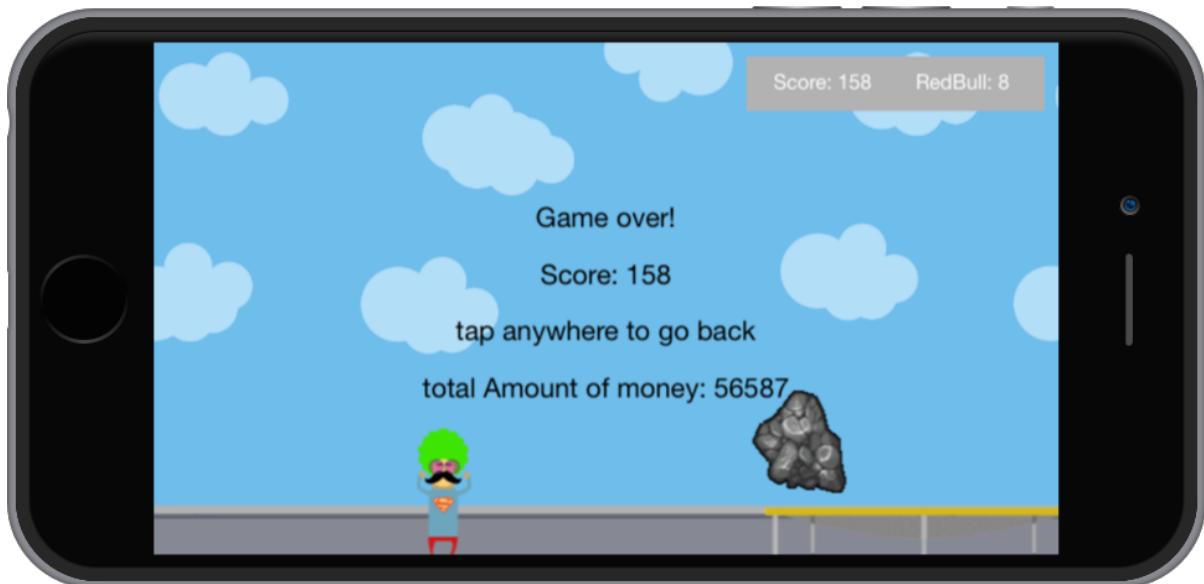


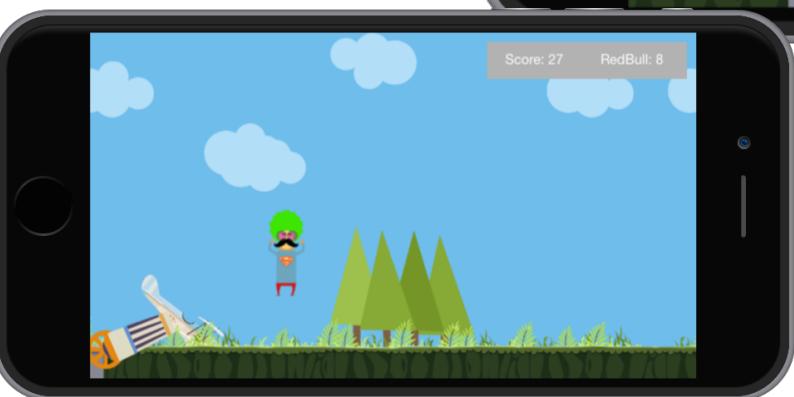
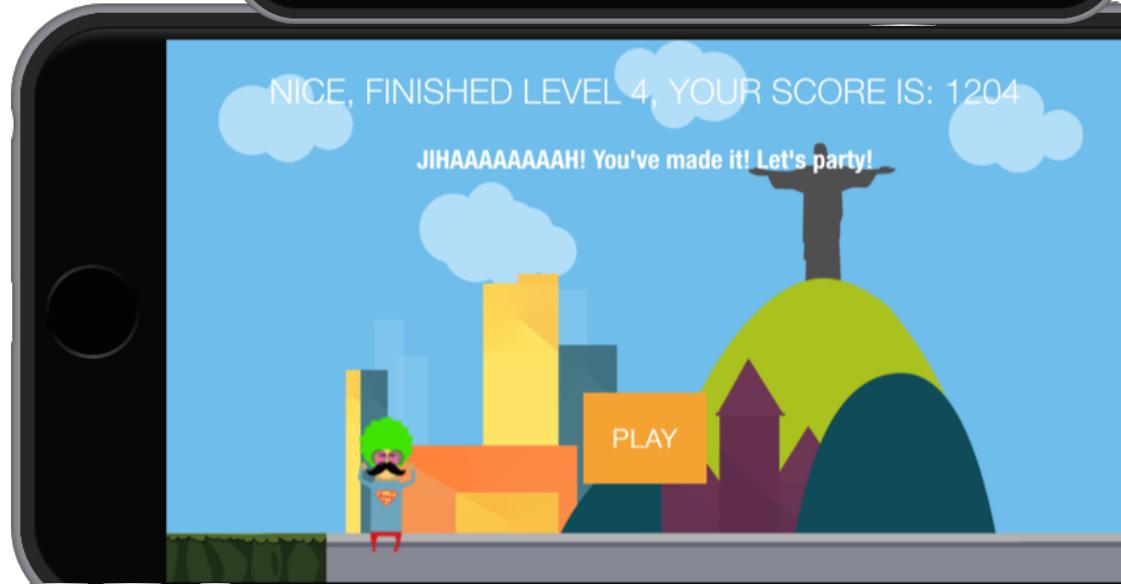
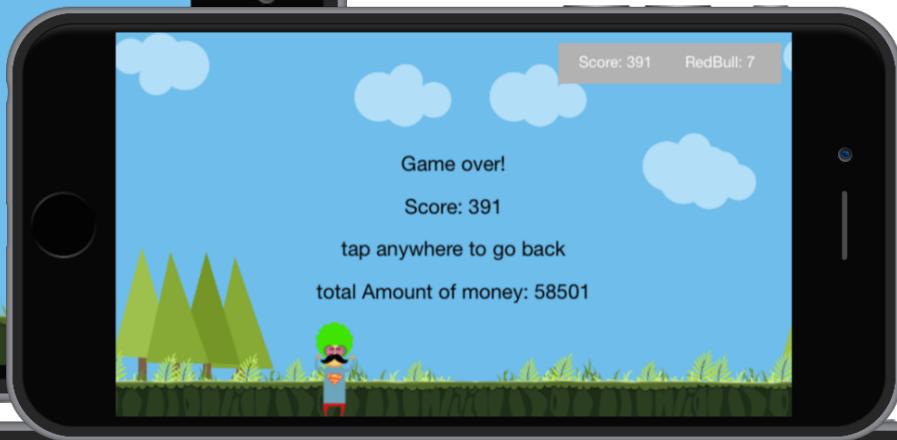
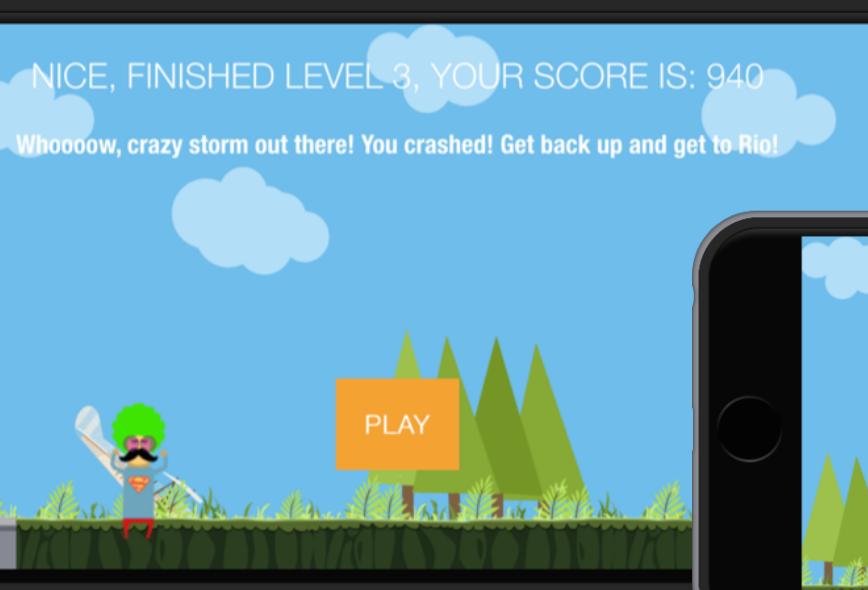
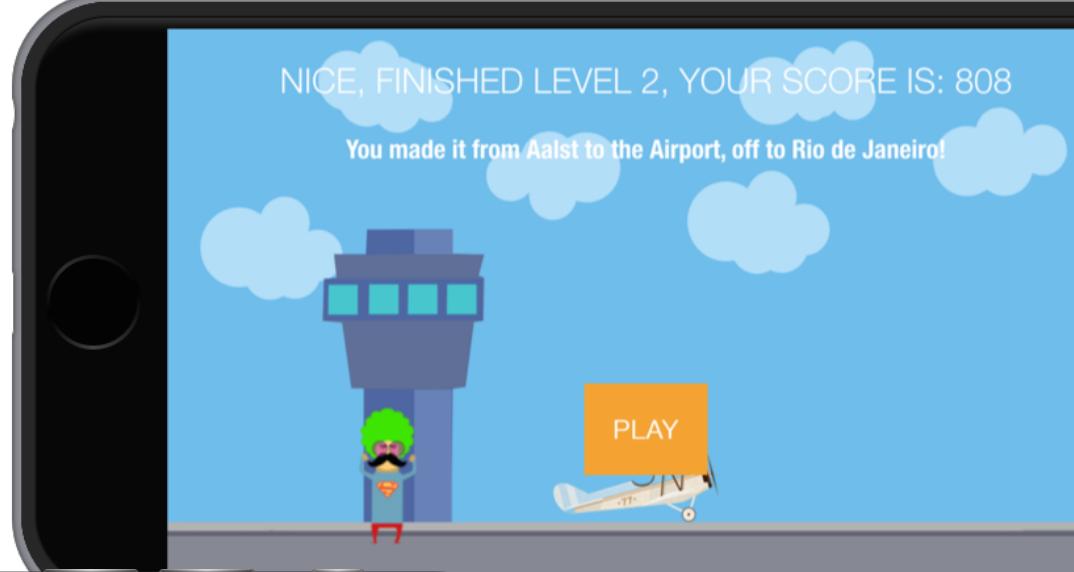
# Verslag Bootcamp

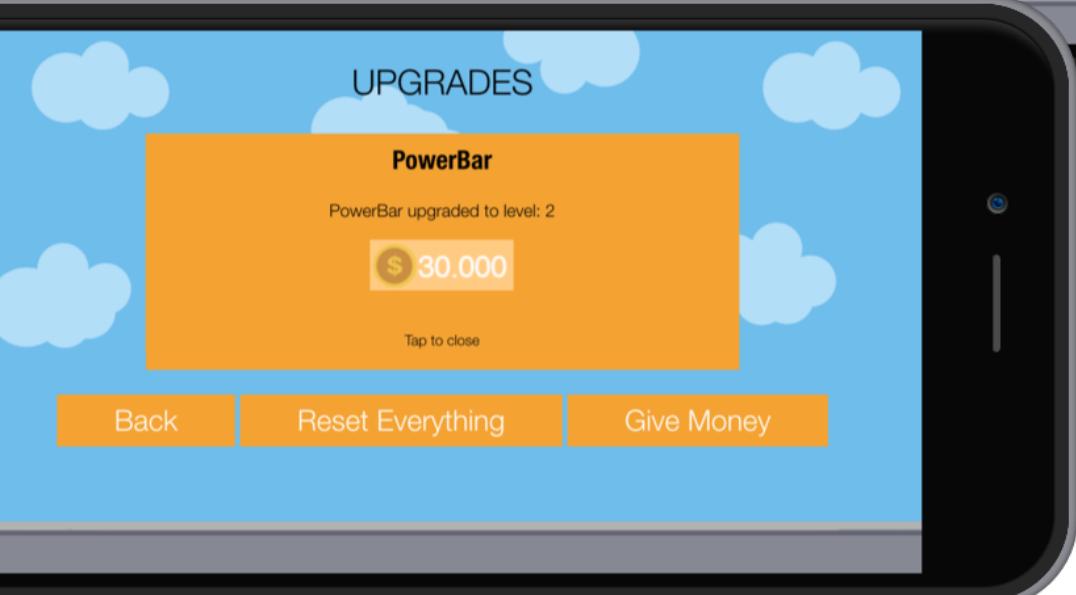
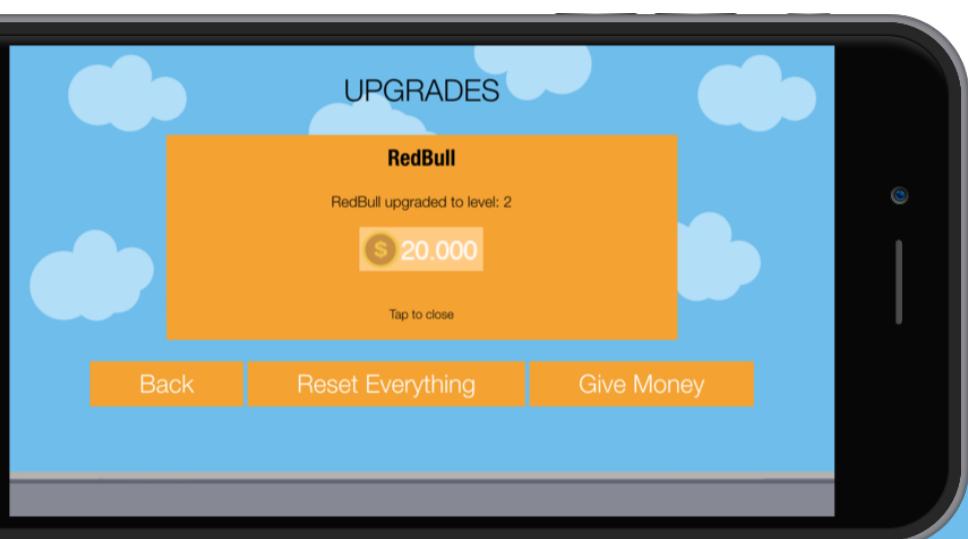
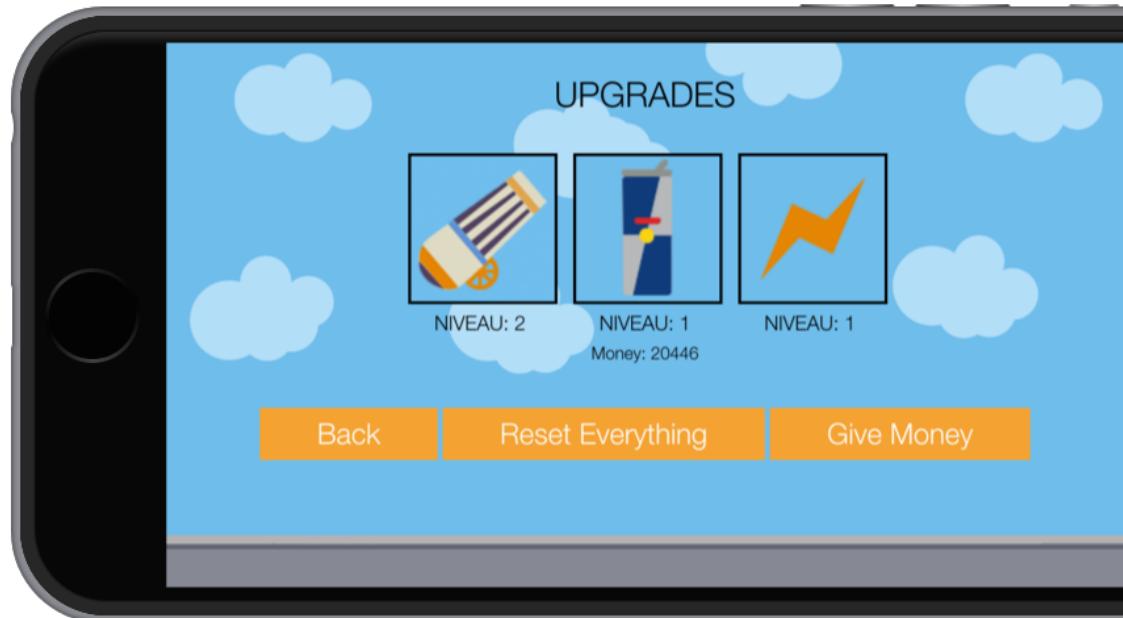
## Flight to Rio

Dries Van Schevensteen, Edward Vereertbrugghen, Ruben Wouters, Bram De Baerdemaeker









In a little town in Belgium  
There are some rare men  
Who secretly love to act like a woman  
  
Once a year, they actually get the chance  
to do what they really want...  
Dress like a "Voil Jeannet"

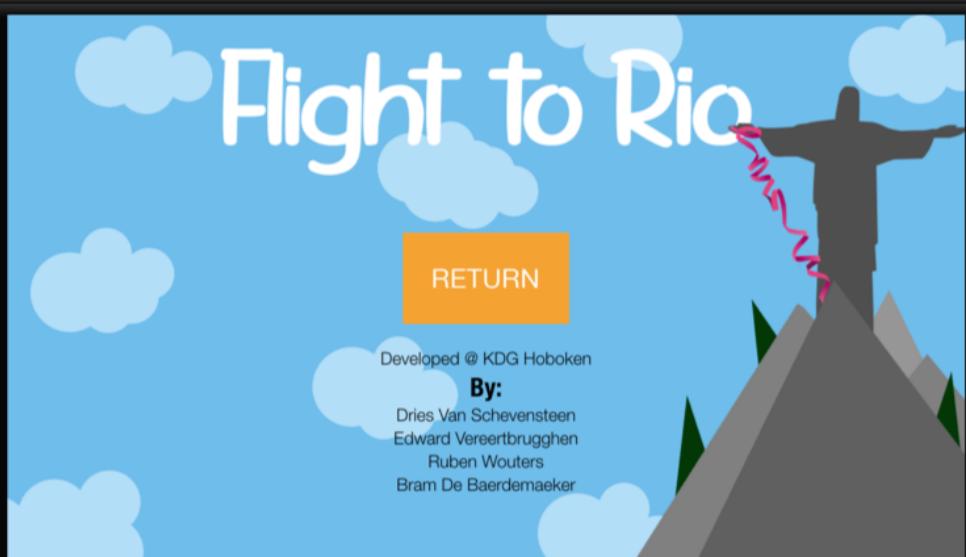
## Their purpose ~Party ~

Back

Their journey begins at their home  
and they want to go to Aalst asap.  
'Cause that's where it all starts...

Going home after this isn't a possibility  
The only possible thing to do is ~Party Harder ~  
And which place is better than the capital of carnival  
itself to enjoy this madness: Rio de Janeiro

But the question is: can they get there...



Ravar33/Flight-to-Rio

master | Changes History Branches | Sync

**71 commits**

**end sounds**

Added custom bg on level + play... 2 hours ago by DriesVS

verhaal/info page added, moved... 2 hours ago by edwwaarrdd

Player design 5 hours ago by Ravar33

pain sound, obstacle detection s... 8 hours ago by edwwaarrdd

Currently disabled endanimation for te... 8 hours ago by DriesVS

**end sounds** 8 hours ago by edwwaarrdd

Added cannon graphics 8 hours ago by DriesVS

hud en multiplier color 8 hours ago by edwwaarrdd

obstacle bug fixes 8 hours ago by edwwaarrdd

Rocks are in the game 9 hours ago by edwwaarrdd

rock sprite in images map 9 hours ago by edwwaarrdd

**flight\_to\_rio/www/end.html**

```

@@ -22,7 +22,7 @@
 22 22 <div id="player"></div>
 23 23
 24 24 <!-- Audio files-->
 25 - <audio src='sounds/screams/crowdaahh.mp3' id='crowdaahh'>
 26 26
 27 27 <script type="text/javascript" src="js/sounds.js"></script>
 28 28 <script type="text/javascript" src="js/vendor/jquery-2.1.3.min.js"></script>

```

**flight\_to\_rio/www/js/End.js**

```

@@ -14,7 +14,7 @@
 14 14 $("#info").html("Nice, finished level " + getUrlVars()['level'] + ", your score is: "
 + getUrlVars()['score']);
 15 15 console.log(getUrlVars()['level']);
 16 16
 17 - &gt; + playSound(woohoo);
 18 18 function getUrlVars() {
 19 19 var vars = {};
 20 20 var parts = window.location.href.replace(/[^?]+([=&]+)([^=&]*)/gi,
 21 21 function(m,key,value) {
 22 22 @@ -22,4 +22,5 @@
 23 23     return vars;
 24 24 }

```

Ravar33/Flight-to-Rio

master | Changes History Branches | Sync

**71 commits**

**flight\_to\_rio/www/js/Obstacle.js**

Upgrade system and money syst... 14 hours ago by edwwaarrdd

icon 14 hours ago by bramdebaerdemaeker

correct logo 14 hours ago by bramdebaerdemaeker

Road changes 14 hours ago by Ravar33

Road changes 14 hours ago by Ravar33

mogelijk logo 14 hours ago by bramdebaerdemaeker

(weg vanaf) crash 14 hours ago by bramdebaerdemaeker

Changes images 14 hours ago by Ravar33

Added Background 14 hours ago by DriesVS

grafics 15 hours ago by bramdebaerdemaeker

Added custom obstacle class, s... 23 hours ago by DriesVS

```

@@ -0,0 +1,39 @@
 1 +/*
 2 +*
 3 +* Obstacle.js
 4 +*
 5 +* Created by Dries Van Schevensteen on 24/02/15.
 6 +*
 7 +*/
 8 +
 9 +(function() {
10 +
11 +    function Obstacle(x, y, width, height) {
12 +
13 +        this.Container_constructor();
14 +
15 +        this.consts = {
16 +            "x": x,
17 +            "y": y,
18 +            "width": width,
19 +            "height": height
20 +        };
21 +
22 +        this.setup();
23 +
24 +
25 +        var p = createjs.extend(Obstacle, createjs.Container);
26 +
27 +        p.setup = function() {
28 +
29 +            this.obstacle = new createjs.Shape();

```

Ravar33/Flight-to-Rio

master | Changes History Branches | Sync

Filter Repositories GitHub Flight-to-Rio

71 commits

Splashscreen 12 hours ago by Ravar33 5 ▾

Scenes moved 12 hours ago by Ravar33 5 ▾

upgrade powerbar works 12 hours ago by edwwaarrrd 3 ▾

Bugske 13 hours ago by DriesVS 3 ▾

corrected icons 13 hours ago by bramdebaerdemaeker 10 ▾

Small layout improvements 13 hours ago by Ravar33 4 ▾

Upgrade RedBull and GunPowder Works 13 hours ago by edwwaarrrd 2 ▾

Cloud fix 13 hours ago by Ravar33 1 ▾

Fixed trampoline scaling + remov... 13 hours ago by DriesVS 2 ▾

Upgrade images added 13 hours ago by Ravar33 6 ▾

fix icon 13 hours ago by bramdebaerdemaeker 10 ▾

flight\_to\_rio/platforms/ios/Flight to Rio/Resources/icons/icon-50.png

flight\_to\_rio/platforms/ios/Flight to Rio/Resources/icons/icon-50@2x.png

flight\_to\_rio/platforms/ios/Flight to Rio/Resources/icons/icon-60@2x.png

flight\_to\_rio/platforms/ios/Flight to Rio/Resources/icons/icon-60@3x.png

flight\_to\_rio/platforms/ios/Flight to Rio/Resources/icons/icon-76.png

flight\_to\_rio/platforms/ios/Flight to Rio/Resources/icons/icon-76@2x.png

Ravar33/Flight-to-Rio

master | Changes History Branches | Sync

Filter Repositories GitHub Flight-to-Rio

71 commits

Added stage moving and auto ga... 2 days ago by DriesVS 4 ▾

Small bug fixes 2 days ago by DriesVS 3 ▾

Upgrade popovers 2 days ago by Ravar33 10 ▾

Intro design 2 days ago by Ravar33 17 ▾

PowerBar, Angle , Physics Sha... 2 days ago by edwwaarrrd 127 ▾

Fixed Scale issues and added ball 2 days ago by DriesVS 9 ▾

kanon.zip 2 days ago by bramdebaerdemaeker 1 ▾

Added Box2D and ball test 2 days ago by DriesVS 14 ▾

Layout views, cannon angle and... 2 days ago by DriesVS 33 ▾

Added base project 3 days ago by DriesVS 158 ▾

First commit 3 days ago by Ravar33 1 ▾

Upgrade popovers

Ravar33 77e6436 2 days ago

flight\_to\_rio/platforms/ios/www/css/index.css

```
@@ -183,14 +183,34 @@ h1 {  
    height: 100px;  
}  
  
-.upgrades .overview a h2 {  
+ .upgrades .overview a {  
    text-align: center;  
- margin: 5px 0 0;  
+ margin: 5px 15px 0 0;  
    font-size: 1.2em;  
    font-weight: 300;  
    text-transform: uppercase;  
}  
  
#upgradeDescription  
{  
    position: absolute;  
    left: 50%;  
    transform: translateX(-50%);  
    -webkit-transform: translateX(-50%);  
    background-color: #F4A333;  
    width: 400px;  
    height: 150px;  
    padding: 1%;  
    visibility: hidden;  
}
```

FOLDERS

- www
- css
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- js
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    - End.js
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    - upgrades.js
    - Voiljanet.js
  - sounds
    - other
    - sambas
    - screeams
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      - pain.mp3
      - scream\_falsetto.mp3
      - woohoo.hoop3
  - credits.html
  - current\_level.html
  - end.html
  - index.html
  - levels.html
  - upgrades.html
  - verhaal.html

Voiljanet.js game.js End.js

```
149     return vars;
150 }
151
152 var bgSize = {
153   "width": 2258,
154   "height": 1242,
155 }
156
157 function addBackground(quantity, imgPathArray) {
158   quantity = Math.max(quantity, 3);
159   for (var i = 0; i < quantity; i++) {
160     var bitmap;
161     if (i == 0) bitmap = new createjs.Bitmap(imgPathArray[0]);
162     else {
163       if (i == quantity - 1) {
164         bitmap = new createjs.Bitmap(imgPathArray[imgPathArray.length-1]);
165         var rightWall = new Body(physics, { type: "static", x: ((scaleFactor * 2258 * i - (20*i)) + physics.stage.canvas.width/4)/scale, y: 0 });
166         rightWall.body.name = "right_wall";
167
168         var fixGapBitmap = new createjs.Bitmap(imgPathArray[1]);
169         j = i + 1;
170         fixGapBitmap.x = scaleFactor * 2258 * j - (20 * j);
171         fixGapBitmap.scaleX = fixGapBitmap.scaleY = scaleFactor;
172         physics.stage.addChild(fixGapBitmap);
173
174       } else {
175         var randomImgPathIndex = Math.floor((Math.random() * (imgPathArray.length - 2)) + 1);
176         bitmap = new createjs.Bitmap(imgPathArray[randomImgPathIndex]);
177
178       }
179       bitmap.x = scaleFactor * 2258 * i - (20*i);
180       bitmap.scaleX = bitmap.scaleY = scaleFactor;
181       physics.stage.addChild(bitmap);
182     }
183   }
184 }
185
186 function mouseMove(event) {
187   // console.log("Finger, move");
188
189   /** Rotate if angle not set yet **/
190   if (cannon.canSetAngle) {
191     var fingerLocation = {
192       "x": event.stageX,
193       "y": event.stageY
194     }
195     angle = cannon.calculateShootingAngleWithPoint(fingerLocation, -80, -10);
196     cannon.rotateShooter(angle, -80, -10);
197   };
198
199
200   var prevPos = {
201     "x": -1,
```

.png

Find Find Prev Find All

16 matches Tab Size: 4 JavaScript

FOLDERS

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      - Obstacle.js
      - sounds.js
      - Trampoline.js
      - upgrades.js
      - voiljanet.js
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      - pain.mp3
      - scream\_falsetto.mp3
      - woohooohoo.mp3
    - other
    - sambas
    - screams
      - crowdaahh.mp3
      - pain.mp3
      - scream\_falsetto.mp3
      - woohooohoo.mp3
  - credits.html
  - current\_level.html
  - end.html
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  - upgrades.html
  - verhaal.html

Voiljanet.js game.js End.js

```

var shouldFrameMove = function(x, startMovingFromLeftOnXAxisInPercentage) {
  return (physics.stage.canvas.width / 100 * startMovingFromLeftOnXAxisInPercentage) <= x;
}

b2ContactListener.prototype.BeginContact = function (contact) {
  if (!gameOver) {
    var nameB = contact.GetFixtureB().GetBody().name;
    var nameA = contact.GetFixtureA().GetBody().name;

    var playerHitTrampoline = (nameA == "player" && nameB == "trampoline") || (nameA == "trampoline" && nameB == "player");
    var playerHitGround = (nameA == "player" && nameB == "ground") || (nameA == "ground" && nameB == "player");
    var playerHitObstacle = (nameA == "player" && nameB == "obstacle") || (nameA == "obstacle" && nameB == "player");
    var playerHitEnd = (nameA == "player" && nameB == "right_wall") || (nameA == "right_wall" && nameB == "player");

    if (playerHitTrampoline) {
      console.log("Jump on trampoline");
      doImpulseToPlayer();
    } else if (playerHitGround || playerHitObstacle) {
      console.log("Game Over");
      gameOver = true;
      multiplier.isLocked = true;
      postMoney(parseInt(currentScore));
      restartBtn = new createjs.Text("Game over!\n\nScore: " + currentScore + "\n\ntap anywhere to go back\n\nTotal amount of money: " + amountOfMoney);
      restartBtn.textAlign = "center";
      restartBtn.lineWidth = 400;
      restartBtn.x = physics.stage.canvas.width/2 + Math.abs(physics.stage.x);
      restartBtn.y = physics.stage.canvas.height/2 - restartBtn.getBounds().height/2;
      physics.stage.addChild(restartBtn);

      // console.log(physics.stage.canvas.width, Math.abs(physics.stage.x));

      hud.score.text = "Score: " + currentScore;
      (playerHitGround) ? playSound(crowdaahh) : playSound(pain);
    } else if (playerHitEnd) {
      console.log("Level done");
      window.location = 'end.html?level=' + level + '&score=' + currentScore;
    }
  }
}

```

16 matches Find Find Prev Find All Tab Size: 4 JavaScript

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      - pain.mp3
      - scream\_falsetto.mp3
      - woohooohoo.mp3
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    - sambas
    - screams
      - crowdaahh.mp3
      - pain.mp3
      - scream\_falsetto.mp3
      - woohooohoo.mp3
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  - end.html
  - index.html
  - levels.html
  - upgrades.html
  - verhaal.html

game.js Multiplier.js Obstacle.js sounds.js upgrades.js Trampoline.js End.js Hud.js

```

var redBullLevel = window.localStorage.getItem("RedBullUpgradeLevel");
var powerbarLevel = window.localStorage.getItem("PowerbarUpgradeLevel");
var amountOfMoney = window.localStorage.getItem("Money");
var werkhet = 0;

console.log("gunpowderLevel " + gunpowderLevel);

if(gunpowderLevel == undefined || gunpowderLevel == NaN){
  gunpowderLevel = 1;
  window.localStorage.setItem("GunPowderUpgradeLevel", gunpowderLevel);
};

if(redBullLevel == undefined || redBullLevel == NaN){
  redBullLevel = 1;
  window.localStorage.setItem("RedBullUpgradeLevel", redBullLevel);
};

if(powerbarLevel == undefined || powerbarLevel == NaN){
  powerbarLevel = 1;
  window.localStorage.setItem("PowerbarUpgradeLevel", powerbarLevel);
};

if(amountOfMoney == undefined || amountOfMoney == NaN){
  amountOfMoney = 0;
  window.localStorage.setItem("Money", amountOfMoney);
};

function ShowForStore(){
  document.getElementById("powerbarlevelshower").innerHTML = "Niveau: " + powerbarLevel;
  document.getElementById("gunpowderlevelshower").innerHTML = "Niveau: " + gunpowderLevel;
  document.getElementById("redbullevelshower").innerHTML = "Niveau: " + redBullLevel;
  document.getElementById("amountofmoneyshower").innerHTML = "Money: " + amountOfMoney;
}

function Upgrade(WhatToUpgrade){
  switch(WhatToUpgrade){
    case 1:
      if(gunpowderLevel < 4 && parseInt(amountOfMoney) > 10000){
        gunpowderLevel++;
        amountOfMoney = parseInt(amountOfMoney) - 10000;
        window.localStorage.setItem("GunPowderUpgradeLevel", gunpowderLevel);
        window.localStorage.setItem("Money", amountOfMoney);
        console.log("gunpowderlevel = " + window.localStorage.getItem("GunPowderUpgradeLevel"));
      }
      else { console.log("Upgrade can't exceed level 3"); }
      playSound(cannon_sound);
      console.log("GunPowderUpgradeLevel = " + gunpowderLevel);
      document.getElementById("gunpowderlevelshower").innerHTML = "Niveau: " + gunpowderLevel;
      document.getElementById("amountofmoneyshower").innerHTML = "Money: " + amountOfMoney;
      break;
    case 2:
      if(redBullLevel < 4 && parseInt(amountOfMoney) > 20000){
        redBullLevel++;
        amountOfMoney = parseInt(amountOfMoney) - 20000;
        window.localStorage.setItem("RedBullUpgradeLevel", redBullLevel);
        window.localStorage.setItem("Money", amountOfMoney);
        console.log("redBullLevel = " + redBullLevel);
      }
      else { console.log("Upgrade can't exceed level 3"); }
      playSound(cannon_sound);
      console.log("RedBullUpgradeLevel = " + redBullLevel);
      document.getElementById("redbullevelshower").innerHTML = "Niveau: " + redBullLevel;
      document.getElementById("amountofmoneyshower").innerHTML = "Money: " + amountOfMoney;
      break;
  }
}

```

Line 4, Column 1 Tab Size: 4 JavaScript

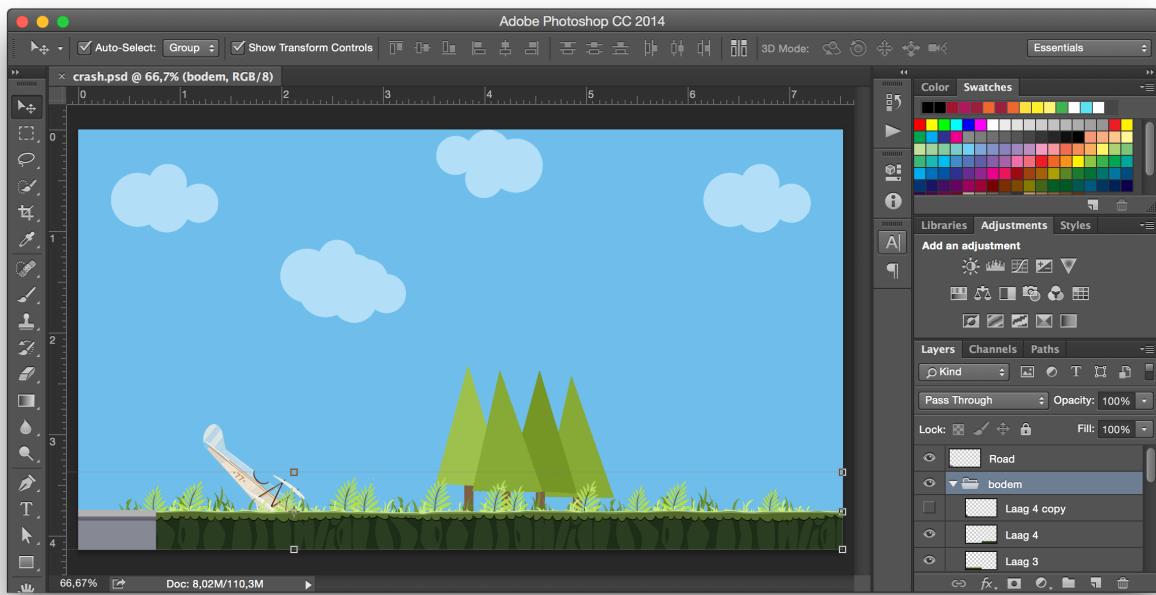
```
1 //function loadSound() {
2     createjs.Sound.registerSound("../sounds/screams/scream_falsetto.mp3", "scream_falsetto");
3     createjs.Sound.registerSound("../sounds/screams/crowdaahh.mp3", "crowdaahh");
4     console.log("sound loaded");
5 }
6
7 function playSound(soundID) {
8     createjs.Sound.play(soundID);
9     console.log("sound played");
10 }/*
11
12
13 var samba_rio = new Audio("sounds/sambas/samba_in_game.mp3");
14 var scream_falsetto = new Audio("sounds/screams/scream_falsetto.mp3");
15 var crowdaahh = new Audio("sounds/screams/crowdaahh.mp3");
16 var redbull_belch = new Audio("sounds/other/redbull_belch.mp3");
17 var samba_side_menu = new Audio("sounds/sambas/samba_side_menus.mp3");
18 var samba_main_menu = new Audio("sounds/sambas/samba_main_menus.mp3");
19 var cannon_sound = new Audio("sounds/other/cannon.mp3");
20 var woohoo = new Audio("sounds/screams/woohooohoo.mp3");
21 var pain = new Audio("sounds/screams/pain.mp3");
22
23 samba_main_menu.loop = true;
24 samba_rio.loop = true;
25 samba_side_menu.loop = true;
26
27
28 function playSound(soundID) {
29     /*createjs.Sound.play(soundID);
30     document.getElementById(soundID).load();
31     document.getElementById(soundID).play();
32
33
34     console.log("sound played");*/
35     soundID.play();
36 };
37
38
39
40
```

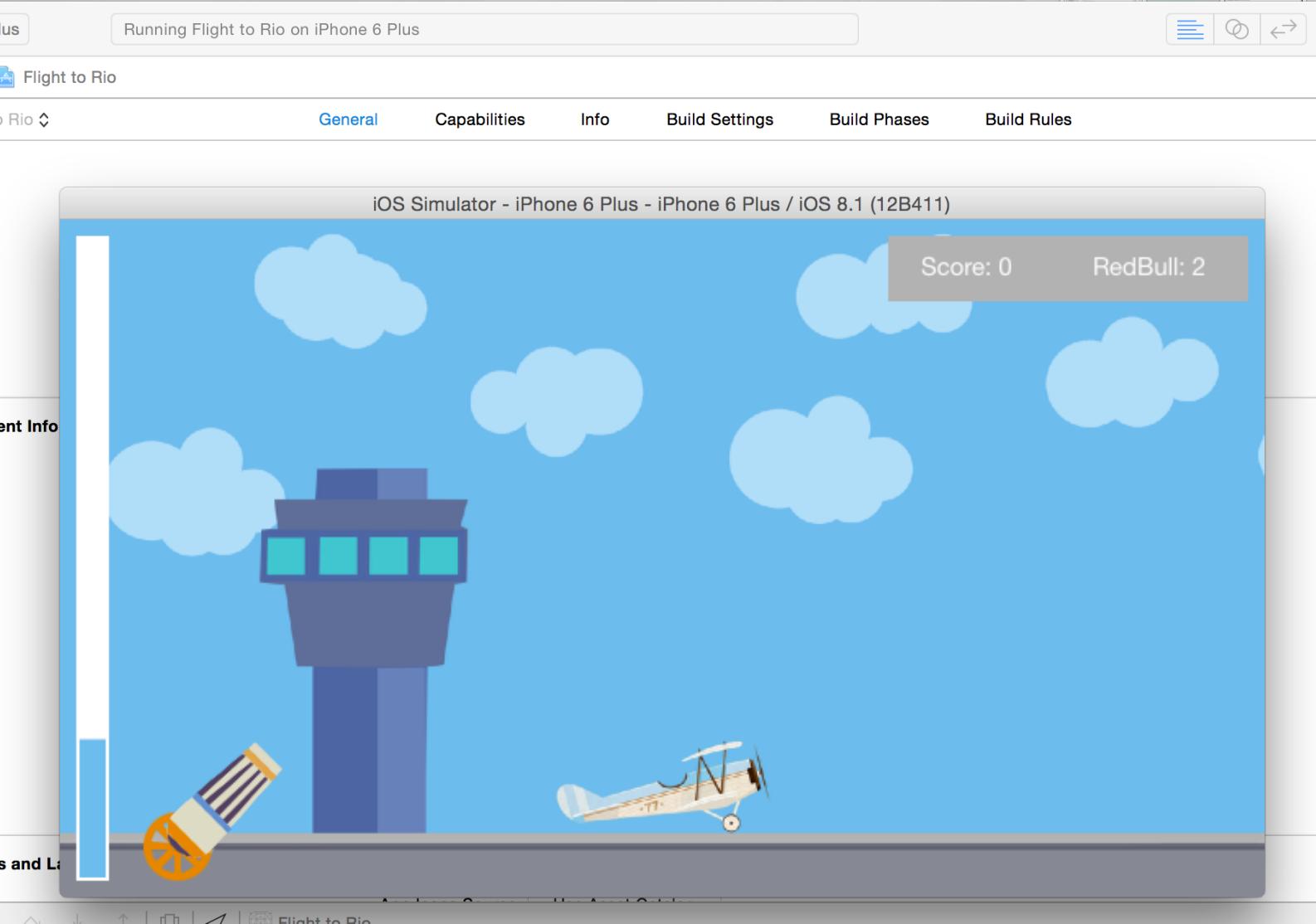
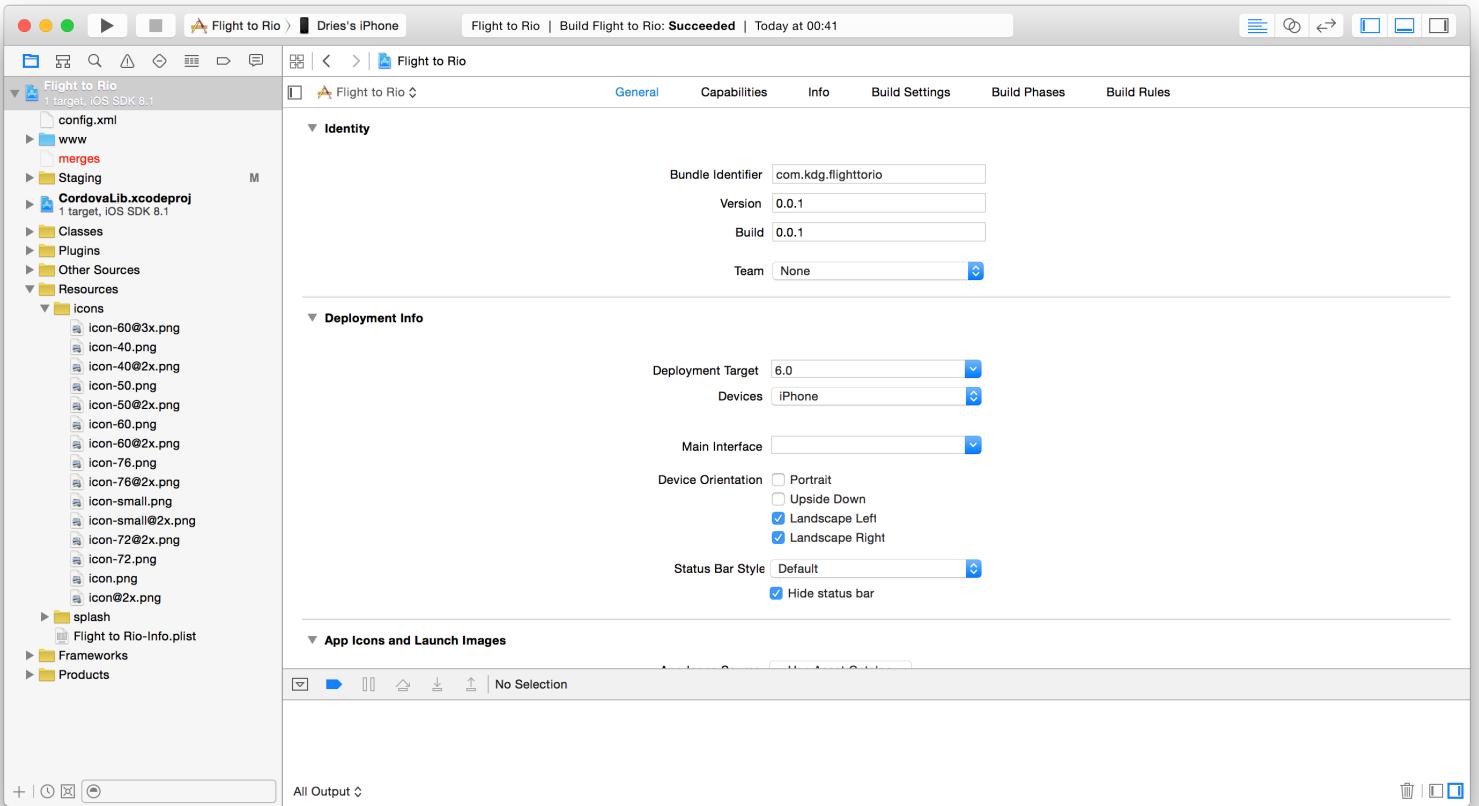
Line 1, Column 1

Tab Size: 4      JavaScript

Line 1, Column 2

Tab Size: 4      JavaScript





```
:56:16.963 Flight to Rio[4308:199208] Resetting plugins due to page load.  
:56:19.335 Flight to Rio[4308:199208] Device is ready!  
:56:53.532 Flight to Rio[4308:199208] Device is ready!
```