

Documentation

KickShot

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main.js

These variables are included in the body of the main file.

- game.HUMAN
- game.AI
- game.GoalAttempt
- game.HumanScore
- game.AiScore
- game.MaxScore
- game.Doubles
- game.DiceHideSpeed
- game.CardHideSpeed

createScene 'Main'

This section runs the start screen. Variables:

- backgroundColor
- title
- playButton
- webButton
- characters

- cycle
- charSprite
- charIndex
- inPlayClick

init()

Sets up the start screen. Rotates the character sprites.

playClick()

Beings the actual game-play.

webClick()

Opens the kickshot link.

nextCharacter()

Rotates the character sprites.

createScene 'Game'

Runs the game-play. Variables include:

- backgroundColor
- dice
- message
- aiScoreText
- humanScoreText
- canTap
- inMessage
- afterMessage
- turn
- possession
- playerDeck
- playerHand

- canPlayCards
- aiDeck
- aiHand
- chip
- chipZone
- gamePhase
- kickoff
- goalKick
- helpButton
- rules
- backButton
- _this
- activeSprite
- messageText
- boardZone

init()

Sets up the playing field, deck, hand, and buttons.

enableInput()

This makes it so taps and clicks are used for input.

disableInput()

This makes it so taps and clicks are ignored.

helpClick()

Brings out the rules for the game.

backClick()

Brings the player back to the main screen.

hideRulesClick()

Removes the rules sprite.

humanTurn()

This function checks whether kickoff is true, then sets the gamePhase to 1 if it is true, or if it is not true, gamePhase is set to 3.

aiTurn()

This function checks whether kickoff is true, then calls aiKickoff if it is true, or does other operations if it is not true.

fieldClick()

This function should be called when the field is clicked, is input is enabled. This function checks the gamePhase and performs various functions based on that.

aiKickoff(callback)

This function performs a kickoff while it is the AI's turn. The callback parameter is not used.

aiGoalKick()

This function handles moving the ball after the AI blocks a goal attempt.

AiPass()

This function handles the AI passing and includes code to control how frequently it succeeds.

AiIntercept()

This function handles the AI attempting to intercept the ball and includes code to control how frequently it succeeds.

AiGoalShot(Direction)

This function handles the AI attempting a goal shot.

hideDice(callback)

This function hides the dice sprites and calls the callback parameter.

showDice(callback)

This function shows the dice sprites and calls the callback parameter.

rollDice(whichPlayer,callback)

This function calls dice roll functions from the dice.js file for players indicated by the which-Player parameter. The callback parameter is run, after some timers.

showHand(callback)

This function calls the showCards() method from the cardMenu.js file. The callback parameter is not used.

hideHand(callback)

This function calls the hideCards() method from the cardMenu.js file. The callback parameter is not used.

changePossession()

The function changes possession of the ball by changing the possession variable.

centerBall()

This function sets the ball in the middle of the field.

updateBallTexture()

This function sets the chip sprite according to possession.

blockGoal()

This function is called when a goal is blocked. It shows a message and reassigns possession.

moveBall(move,callback)

Moves the active chipZone, moves the chip sprite to a new location indicated by the move parameter. The callback parameter is then called.

advanceToken()

An old function. moveBall replaced this.

goalShot()

Displays the GoalShot message.

endTurn()

Starts the other player's turn.

scoreGoal()

Increments score for scoring player, resets the chip sprite and chipZone.

replacePlayerCard(cardNumber)

Draws a card to replace a card in the player's hand.

drawCard(whichPlayer)

Takes a card off whichPlayer's deck.

printPlayerHand()

Logs the player's hand to the console.

showMessage(msgType,after)

Shows a message on the screen.

hideMessage(after)

Removes a message from the screen.

gameOver()

Resets various variables.

updateScore()

Changes the on screen score text to the current score.

pause(timeToPause)

Runs a timer for an inputted time.

testPlayable(cardName)

Returns a boolean depending on whether the card is playable.

skipClick(mouseData)

This function is called when the skip button is pressed, and ends the turn.

clickCard0(mouseData)

Checks whether the card is playable, and if so, plays it.

clickCard1(mouseData)

Checks whether the card is playable, and if so, plays it.

clickCard2(mouseData)

Checks whether the card is playable, and if so, plays it.

clickCard3(mouseData)

Checks whether the card is playable, and if so, plays it.

clickCard4(mouseData)

Checks whether the card is playable, and if so, plays it.

clickCard5(mouseData)

Checks whether the card is playable, and if so, plays it.

playCard(whichCard)

This function is called by the clickCard functions to call the appropriate functions for the cards.

displayMessageSprite(messageString,callback)

This function displays a message on the screen, and then runs a callback function.

playerPass()

This function sets up the dice and gamePhase for the player to roll for a pass.

playerIntercept()

This function sets up the dice and gamePhase for the player to roll for an intercept.

playerGoalShot(Direction)

This function handles a player's attempt at a goal shot.

dice.js

This file handles the dice, rolling, hiding and showing dice sprites.

createClass 'Dice'

Variables include:

- rolling
- value1
- value2
- timing

init()

This function adds the dice sprite objects, positions, and anchors.

update()

This changes the dice textures to random values.

show()

This moves the dice sprites onto the screen.

hide()

This moves the dice sprites off of the screen.

roll(whichPlayer)

This sets the rolling variable to true and sets the dice positions to match whichPlayer.

stopRoll()

Sets rolling to false.

setPlayerPosition()

Sets the dice positions to a position for the player.

setAiPosition()

Sets the dice positions to a position for the AI.

setBothPositions()

Sets the dice positions to a position for the player and the AI.

reset()

Sets the dice values and textures to one.

deck.js

This file handles the deck of cards, generation, shuffling, drawing cards.

createClass 'Deck'

Variables include:

- offenseSubDeck
- defenseSubDeck
- deck
- top6Cards
- homeOffenseCards
- homeDefenseCards
- awayOffenseCards
- awayDefenseCards

init(side)

Calls buildDeck for the side given.

buildDeck(side)

Builds the deck, top6Cards, offence, and defence lists for the side given.

draw()

Returns the top card from the deck.

printDeck()

Logs the deck to the console.

printSubDecks()

Prints the offence and defence sub-decks to the console.

shuffle(array)

Reorders the given array.

config.js

This file contains screen size, name, and version information.

- name
- version
- width
- height
- rotateScreen
- id

section*cardMenu.js This file handles the card menu, hand, buttons, and layout.

createClass 'CardMenu'

Variables include:

- cards
- skipButton
- animating

init()

Moves the cards and skip button into place.

mouseOutCard(mousedata)

Moves and resizes a card when the mouse moves off of it.

mouseOverCard(mouseData)

Moves and resizes a card when the mouse moves over it.

mouseOverSkip(mousedata)

Changes the skip button sprite when the mouse moves over it.

mouseOutSkip(mousedata)

Changes the skip button sprite when the mouse moves off of it.

updateCards(cardsInHand)

Updates the card sprites to match the cards in the hand.

hideCard(cardNumber)

resetShowingPosition()

Resets the cards' display positions.

resetHiddenPosition()

Resets the cards' hidden positions.

drawCard2(cardNumber)

Draws a new card and updates the texture.

updateCard(newName,cardNumber)

Sets the cards to the correct sprites.

hideCard(cardNumber)

Hides the indicated card.

hideCards()

Hides all the cards.

showCard(cardNumber)

Shows a card.

showCards()

Shows all the cards.

isPlayable(cardName,currentPlayer,currentPossession, ballZone)

Checks to see if a cards is playable.

enlargeCard()

Does nothing

printCards()

Prints card number and name to the console.

assests.js

This file adds all of the sprites used in the game. These include:

- raccon
- hare
- jaguar
- weasel
- lion
- dog
- crocodile
- elephant
- panda
- goat
- field
- chip-home
- chip-away
- title
- play
- play-click
- web
- web-click
- help
- help-click
- close
- dice1

- dice2
- dice3
- dice4
- dice5
- dice6
- Goal_home
- Goal_away
- GoalBlock_home
- GoalBlock_away
- Intercept_home
- Intercept_away
- GoalShot_home
- GoalShot_away
- End_home
- End_away
- Direct_Free_Kick
- Goal_Blocked_Away_Left
- Goal_Blocked_Away_Right
- Goal_Blocked_Home_Left
- Goal_Blocked_Home_Right
- Goal_Shot_Away_Left
- Goal_Shot_Away_Right
- Goal_Shot_Home_Left
- Goal_Show_Home_Right
- Intercept_Away
- Intercept_Home
- Pass_Away

- Pass_Home
- rules
- skipover
- skip