

# Intro #1: Numbers

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## Getting Started

You should have `you-win` running, with:

- a text editor, with a new game file open (e.g. a file called `game.js`).
- a Chrome window open (probably on `http://localhost:8000/`)
- (optional) a phone running Chrome or Safari, with your computer opened.

Put your text editor and Chrome window side-by-side, if you can (and/or keep your phone open in front of you!). Whenever save in your text editor, `you-win` will automatically refresh the page.

Make sure you have line numbers turned on in your text editor.

Your Chrome window should have a white screen. This is a blank canvas in which we can start making mobile games!

Have a look at the template that's open in your text editor. It should look like this:

```

import UW from 'you-win'
import {forever, Phone, World, Sprite, Text, Polygon, Rect, Sound}
from 'you-win'

// var phone = new Phone

UW.init({
  })
  .then(() => {

    var world = new World
    world.title = ''
    world.background = 'white'

    // ...

  })

```

Look closely at these parts:

1 | `// var phone = new Phone`

This is a comment! Lines starting with `//` are ignored by JavaScript.

You can use comments to write messages for yourself, to remind yourself what different bits of your code do.

2 | `UW.init`

This is where we can load in any extra sounds or images for our game.

3 | `new World`

This is where we make the `World`. The world represents the screen. We can set its width and height to change the size of the screen. (It's like the *Stage* in Scratch.)

Let's do that now!

- Set the width and height of the world.

```
//...
```

```
world.width = 300  
world.height = 460
```

*Add this where the comment with three dots '...' is.*

To change the attributes of an object in JavaScript, we write the name of the object, followed by a dot, and then =, and then the new value.

Save, and your world should change shape. It's now a white box, roughly the shape of a mobile phone in portrait, with black bars around the edges.

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## Sprites

First, we need to know how to add things to the world, so they appear on the screen.

In JavaScript, you create new things using the `new` keyword, followed by the kind of thing you want to make (such as `World`, `Sprite`, or `Text`).

We can add images to the World by creating Sprites. A Sprite is an image on the screen, which we can move about, rotate, flip, scale, make transparent, and so on. Let's make our first sprite.

- Add this code, after the block which makes the World.

```
var poop = new Sprite  
poop.costume = 🦊
```

Save. Have a look at Chrome—now there should be a tiny poop in the middle of the screen!

We use the `var` keyword so we have a name to refer to our Sprite with.


As before, we can set object attributes using “dot notation”, and giving it the new value.

Here are some kinds of values: *(These are just examples, don't type them in!)*

- **Boolean:** either true or false.

```
foo.flipped = true // face the other way
```

- **Number:** e.g. 123 or 3.14.
- **String:** some text, written in quotes: either single ' or double ".

```
poop.costume =   
foo.text = 'birb'  
foo.text = "potato"
```

Now try this.

- **Challenge:** Set the scale property of your sprite (which is a number, starting at 1.0).

When we make a sprite, we get to specify its initial values. We can change any of them later, too (more on that in the next chapter).

Here are some other properties you can try:

- opacity (a number between 0 and 1, starting at 1.0)
- angle (a number, in degrees, starting at 0)
- flipped (a boolean, initially false)

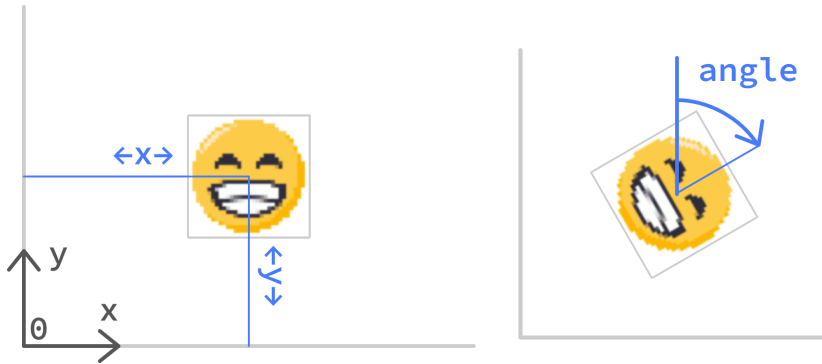
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## Coordinates

Let's move our sprite about. We can do this using the attributes `poop.posX` and `poop.posY`.

These are the co-ordinates of the center of the sprite, starting from the bottom-left corner of the screen.

Here's a quick diagram introducing coordinates:



- Move your poop to the position (100, 100).

```
poop.posX = 100  
poop.posY = 100
```

We can add other Sprites, too!

- Add a second sprite, called cow.

```
var cow = new Sprite  
cow.costume = 🐮
```

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## Edges

So we use `.posX` and `.posY` to set the **center** of the sprite.

As well as those, we can use `.top`, `.bottom`, `.left`, and `.right`—which are the co-ordinates of the **edges** of the sprite.

- Move the cow to touch the left side of the screen.

```
cow.left = 0
```

- Move the poop to be to the right of the cow.

```
poop.posY = 100
```

*Delete this line.*

```
poop.left = cow.right
```

*Add this line. Make sure it's after **both** of the poop and cow variables have been created.*

This moves the poop so that his left edge is the same as the right edge of the cow.

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## Randomness

Let's introduce some uncertainty into our creation.

We can use `UW.randomInt(1, 10)` to pick a random number between 1 and 10. (This is just like pick random \_ to \_ from Scratch.)

- Move your poop to a random posX position.

```
poop.posX = UW.randomInt(0, world.width)
```

- **Challenge:** Move your poop to a random posY position.

Refresh the page; every time you refresh, the position of the poop should change!

Now try copy/pasting the code for the poop, to make a couple more random ones.

- Make two more poops.
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## Text

We've seen how to do images; now let's add some text to the screen.

When you're a beginner programmer, it's traditional to introduce yourself by saying "Hello world!", so let's do that.

- Create a Text object.

```
var label = new Text  
label.text = "Hello world!"
```

- Change its color.

```
label.fill = 'red'  
label.fill = '#007de0' // whatever you fancy really
```

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## The End

Good job! Now you know how to:

- Make JavaScript objects with the **new keyword**
- Use **var to name them**, so you can refer to them later
- **Set their attributes**, using dot notation and =
- Use Sprites and Text
- Set the **position** of objects inside the world
- How to **pick random numbers** using `UW.randomInt`

Let's continue on to [chapter two](#)!