

New World

What you need

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 a game!

The template

Have a look at the template that's open in your text editor. It should have the following parts:

- These lines load `you-win`, the library we're using to help make our game.

```
const uw = require('you-win')
const {Phone, World, Sprite, Text, Polygon} = uw
```

- We then load in all the sounds and images we need. By default this will load some emoji we can use to make sprites.

```
// Load everything we need
await uw.begin()
```

- We then make our world, which represents the screen.

```
// Make the world
var world = new World
world.title = ''
world.background = 'white'

// Now we can start making Sprites!
```

Change the background colour

Let's change the background colour, to check everything is set up correctly. Find the line that sets the background property of the `world`, and change it to your favourite colour.

```
world.background = '...'
```

You can use any of the colour names which are supported by HTML. If you give a colour name that it doesn't recognise, you'll probably just get black.

If you want other colours, instead of named colours you can use colours like `'#007de0'`. There are called a "hex code", short for hexadecimal. You can choose your own hex code colour with an online [colour picker](#).

```
world.background = '#007de0' // whatever you fancy really
```

👉 Save, and check that the page refreshes automatically. Check that the background colour changes!

Set the shape of the screen

We can set the `width` and `height` of the world to change the size of the screen. (It's like the *Stage* in Scratch.) Otherwise, the size and shape of our game's world will change depending on the size of your screen, so it'll play very differently on a phone, tablet, or laptop.

Add this at the bottom of your program.

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

👉 Save, and your world should change shape. It should be roughly the shape of a phone in portrait, with black bars around the edges.

➡ Now, let's [add a Sprite](#) to our world...