

# Game Development with **Crafty**

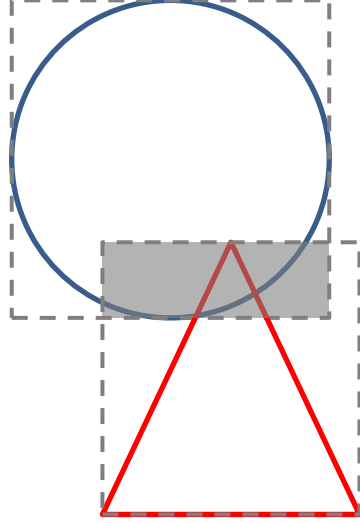
CODE LIKE A FOX

A presentation by Tobias Wehrum











# craftyjs.github.com

Last updated 4 days ago

Groups

NEW TOPIC



## Crafty

33 of 1138 topics

[Crafty](#) ([GitHub](#) | [Wiki](#) | [Modules](#)) is a modern component and e  
When posting code examples - either for receiving help or den  
If your post isn't showing up right away it is because it is penc



Community Cookbook

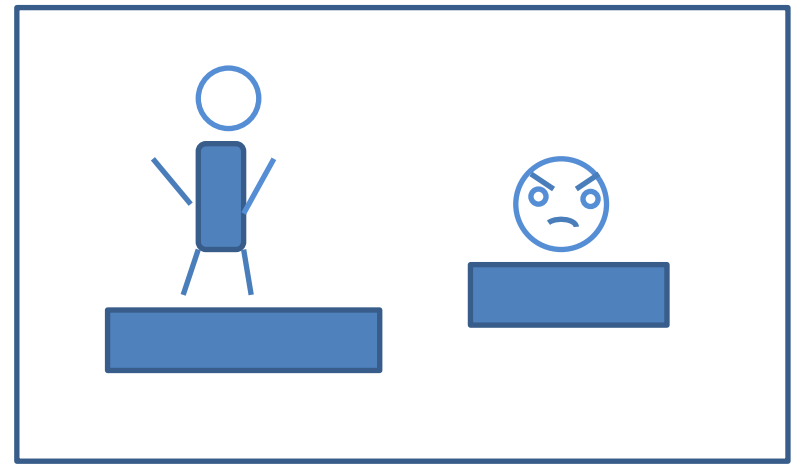
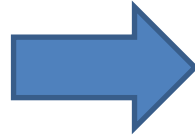
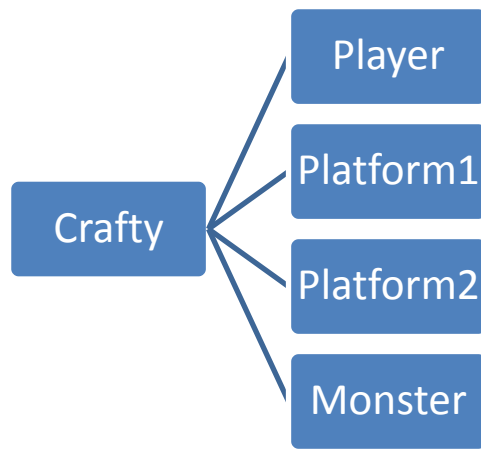
By TheGrak - 42 posts - 2779 views



Crafty Games

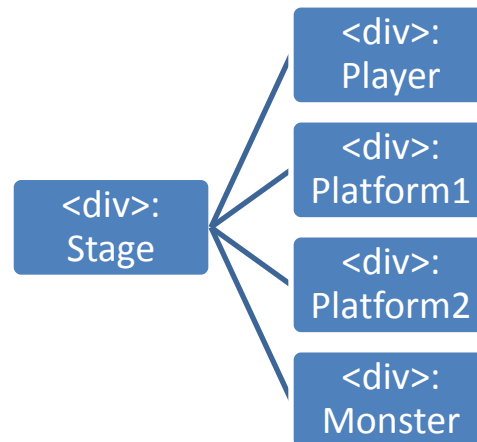
By Søren Bramer Schmidt - 33 posts - 2305 views

In the spirit of open...



<canvas/>

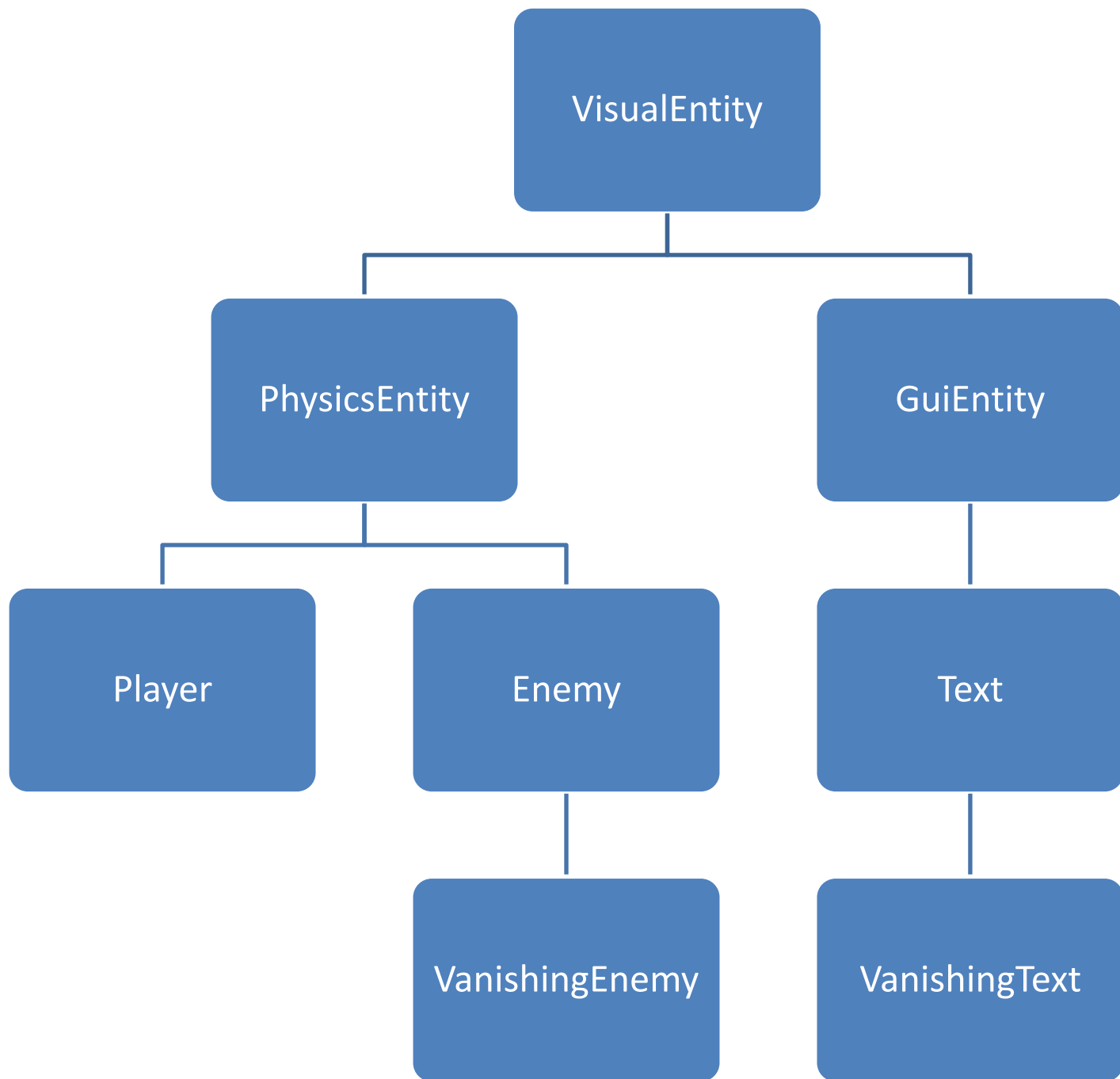
DOM



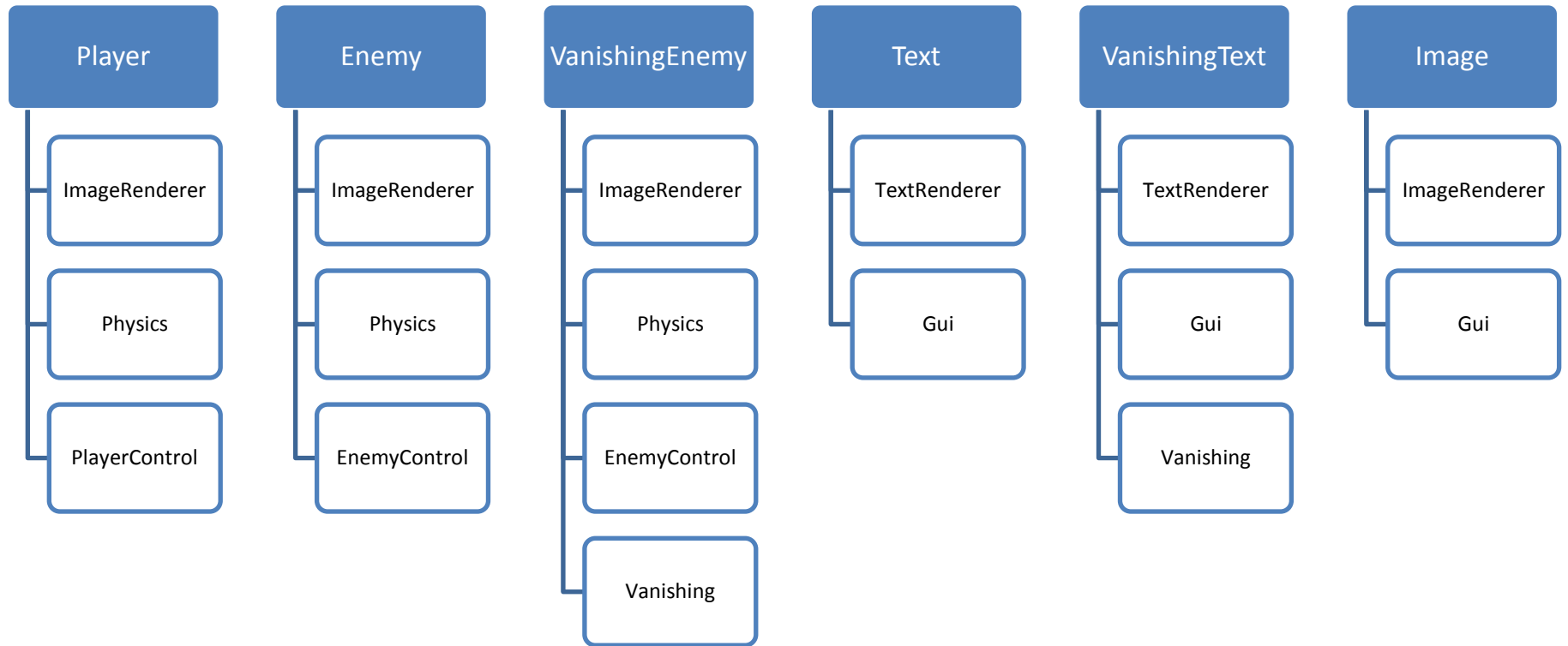
My Project: WebFight



# Component-based Programming



# ComponentEntity



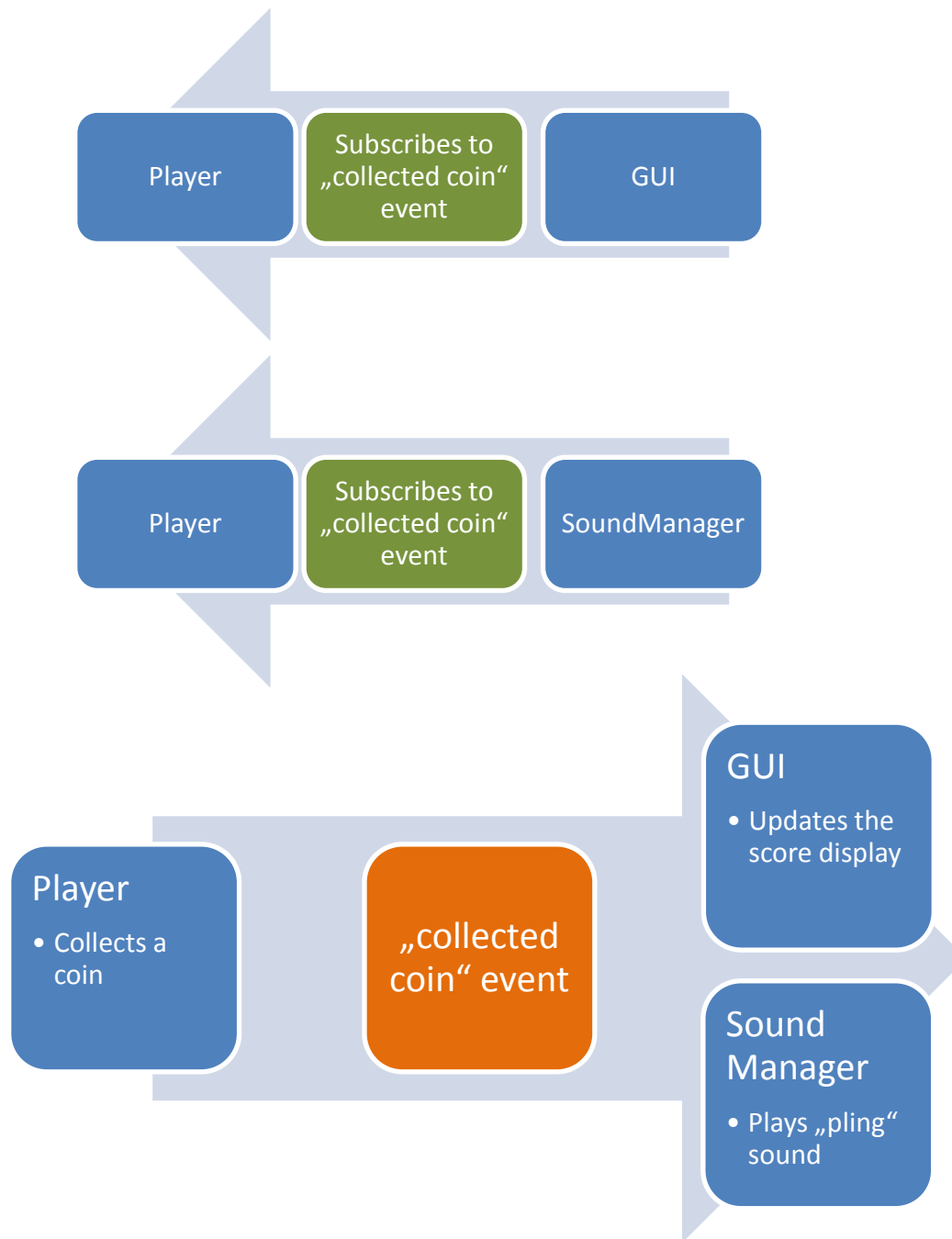
```
var entity = Crafty.e("2D, DOM, Color, Twoway");
entity.attr({ x: 20, y: 100, w: 10, h: 100 });
entity.color('rgb(255,0,0)');
entity.twoway(3);
```

```
Crafty.c("RandomPosition", {
    randomize: function() {
        this.x = Crafty.math.randomInt(50, 350);
        this.y = Crafty.math.randomInt(50, 350);
    }
});
```

```
var entity = Crafty.e("2D, DOM, Color, Twoway, RandomPosition")
entity.attr({ w: 10, h: 100 })
entity.randomize();
entity.color('rgb(255,0,0)');
entity.twoway(3);
```

```
Crafty("Flammable").each(function() {
    // Check distance
    // Possibly set on flames
})
```

Events



# Player

## Collision

- Collides with platform

„collided“  
event

## Physics

- Sets speed to 0

```
Crafty.bind(„PlayerCollided“, function(otherThing) {  
    alert(„PlayerCollided with “ + otherThing.name);  
});
```

```
Crafty.trigger(„PlayerCollided“, platform);
```



Example!

Thanks for listening!  
Any questions?