

Quintus: Notes and Code Examples (in CodePen.io)

 acarlstein.com/


Posted by Alejandro G. Carlstein Ramos Mejia on November 4, 2016 November 8, 2016 2D Game / About Programming / Quintus JS

Currently, I am experimenting with this game framework/library called Quintus

The order goes from the newest, down to the oldest.

In this way, you don't have to scroll all the way down to the final result.

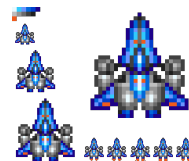
Quintus JS HTML5

 Warning: For these notes/examples, I am using external url resources (such as Open Source sprites). If any of those resources are missing, then the code examples will not

Resources

Art Author: grenaderifle

Url: <http://s23.photobucket.com/user/grenaderifle/media/EXL-BR2-sizes.gif>

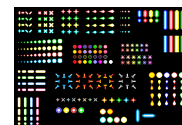


Art Author: thomaswp

Url: <http://opengameart.org/sites/default/files/styles/medium/public/spaceship.png>

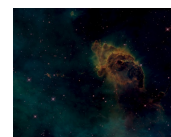
Art Author: Master484

Url: <http://opengameart.org/sites/default/files/M484BulletCollection1.png>

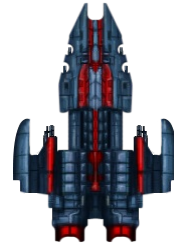


Art Author: Cuzco

Url: <http://opengameart.org/sites/default/files/bg5.jpg>



Art Author: Skorpio



Url: http://opengameart.org/sites/default/files/styles/medium/public/Spaceship_tut.png

Player: Enemies: Image + Animation

Player: Shots: Throttling

Player: Shots: Refactoring

Player: Gun: Refactoring

Player: Gun: Shots Movement

Player: Gun

Player: Shot

Control: Customization

Scene Module

Sprites: Player: Movement: Boundaries

Sprites: Player: Movement

Sprites: Player: Input

Sprite: Player: Animation

Sprite: Player

Background

Basic

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