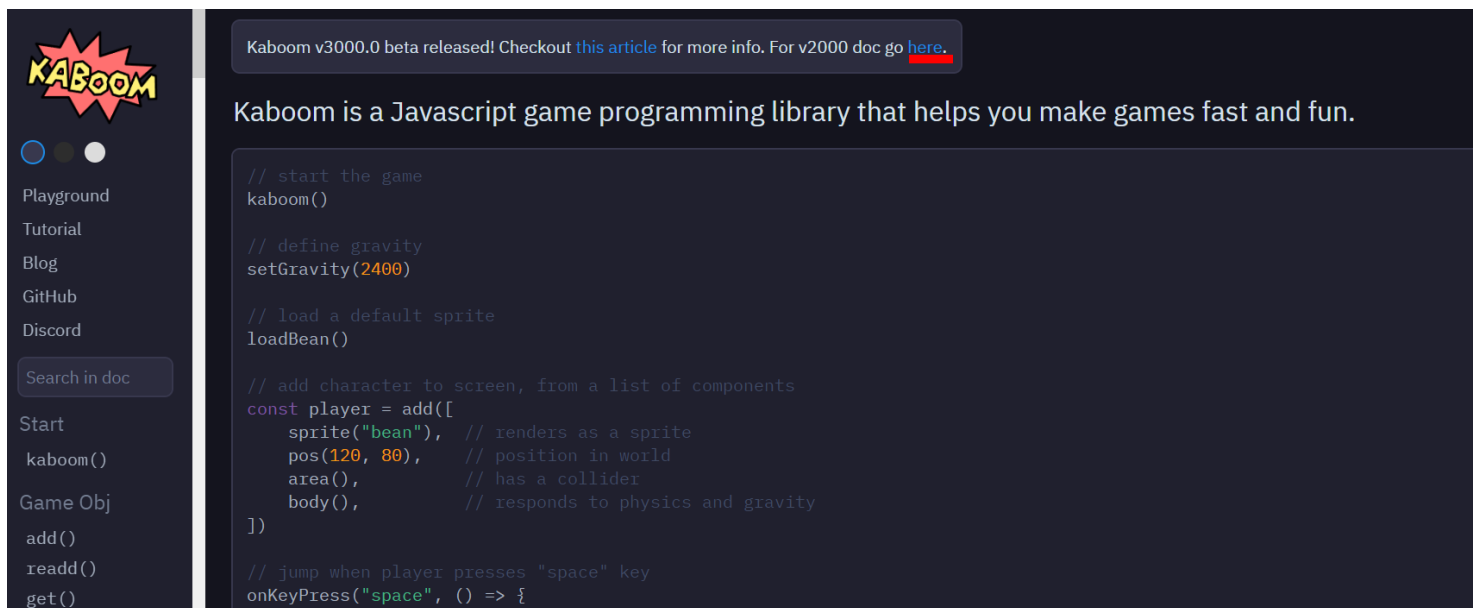


JavaScript

Uputstvo za „Kaboom“ biblioteku

Dragi kolege,
pošto su igrice rađene u „Kaboom“ biblioteci verzije 2000, ukoliko pristupate sajtu treba da pogledate funkcije / metode koje su pisane u toj verziji.

To se radi tako što nakon ulaska na sajt <https://kaboomjs.com> kliknemo na link „here“, kao što je prikazano na slici ispod.



The screenshot shows the Kaboom.js website. At the top, there is a notification banner: "Kaboom v3000.0 beta released! Checkout [this article](#) for more info. For v2000 doc go [here](#)." Below this, the main heading reads: "Kaboom is a Javascript game programming library that helps you make games fast and fun." The central part of the page displays a code editor with the following JavaScript code:

```
// start the game
kaboom()

// define gravity
setGravity(2400)

// load a default sprite
loadBean()

// add character to screen, from a list of components
const player = add([
  sprite("bean"), // renders as a sprite
  pos(120, 80),   // position in world
  area(),         // has a collider
  body(),         // responds to physics and gravity
])

// jump when player presses "space" key
onKeyPress("space", () => {
```

On the left side, there is a sidebar with the "KABOOM" logo and navigation links: Playground, Tutorial, Blog, GitHub, and Discord. Below these is a "Search in doc" input field. A list of API methods is shown under "Start" and "Game Obj": kaboom(), add(), read(), and get().