

Handout for Intro. to JavaScript via Games

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1 Getting started

Welcome to the class!

Now the first step is to download the slides found here onto the laptop so you can follow along with the lectures: <http://bit.ly/2ahJKo8>

Then, navigate to <https://github.com/clarissalittler/games-with-js> and click on the “download” button and then the “download zip” option. Alternately, just use following link to download the zip directly <https://github.com/clarissalittler/games-with-js/archive/master.zip> (or <http://bit.ly/2ahuBWL>)

By default, the zip file will be downloaded into your **Downloads** directory. Navigate to your downloads directory then *right* click on the file **games-with-js-master.zip** and select the option “extract here”. Then navigate into the directory and you will find yourself in the right directory for this course.

2 General instructions for exercises

Each exercise is going to involving solving **Leveln.html** where **n** can be 1 through 6. You have solved the level when you’ve modified the code in the corresponding **pathn.js** file so that hitting the “run level” button causes the character to move all the way to the goal.

Your solution will involve writing code *in the body* of the function **solution** inside each **pathn.js** file.

3 Links to resources

- General JavaScript notes: <http://bit.ly/2ahK0Zc>
- Crafty homepage: <http://craftyjs.com/>