

EVENT DRIVEN GAME ENGINE CON ANGULARIS

ANGULARCONF, 2014-10-22 - TURIN

ANTONELLO@PASELLA.IT

GAME ENGINE «TURN BASED»

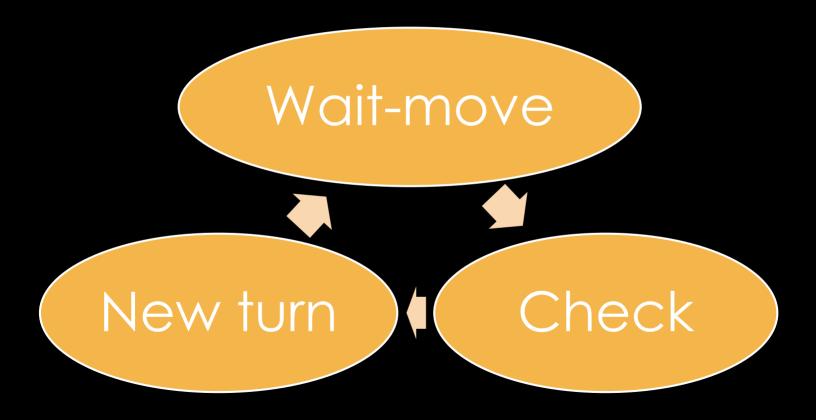
EVENT DRIVEN

CON ANGULARIS

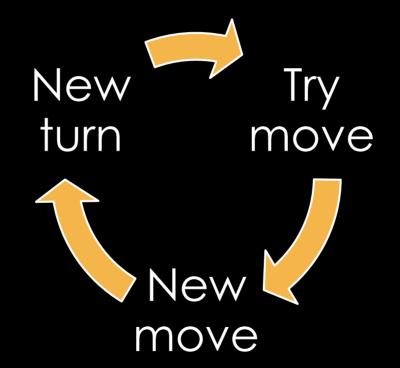
GAME ENGINE

- MACCHINA A STATI (FSA)
- EVENT MANAGER
- CANALE DI COMUNICAZIONE

MACCHINA A STATI



EVENT MANAGER



CANALE DI RETE

- IN MEMORIA
- LOCALE
- SOCKET REMOTE

MACCHINA A STATI

- OGGETTO JAVASCRIPT
- INCAPSULATO IN UN SERVIZIO

UI

GESTIONE DEGLI EVENTI DELLA

MACCHINA A STATI TRAMITE

DIRETTIVA DISACCOPPIATA

DALLA UI

EVENT MANAGER

\$SCOPE HA GIÀ DEI METODI

- \$BROADCAST
- \$ON

CANALE DI RETE

- \$SCOPE
- SOCKET.IO

MACCHINA A STATI

```
= $rootScope.$new(true);
var service
service.init
                   = init;
service.getState
                   = getState;
service.tryMove
                   = tryMove;
service.checkWin
                   = checkWin;
service.newGame
                   = newGame;
```

return service;

Ul

```
function link(scope, element, attrs) {
  var service= TicTacToeService;
  scope.tictactoe = {};
  scope.tictactoe.currentState = null;
  service.$on("start", function(event, currentState){
    scope.team = currentState.team;
    scope.currentState = angular.copy(currentState);
});
  service.$on("new-move", function(event, data){
    scope.currentState = data.currentState;
  });
```

EVENT MANAGER

```
// NEL SERVIZIO
service.$broadcast("start", angular.copy(state) );

// NELLA DIRETTIVA
service.$on("start", function(event, currentState){
   scope.team = currentState.team;
   scope.currentState = angular.copy(currentState);
});
```





bit.ly/NG-TRIS

CANALE DI RETE

```
angular
.module('ngconf2015')
.factory('socket', function(){
   return io.connect('http://server.io');
});
```





bit.ly/NG-TRIS-2







bit.ly/NG-TRIS-REPO

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