# Game Development...with CSS?!

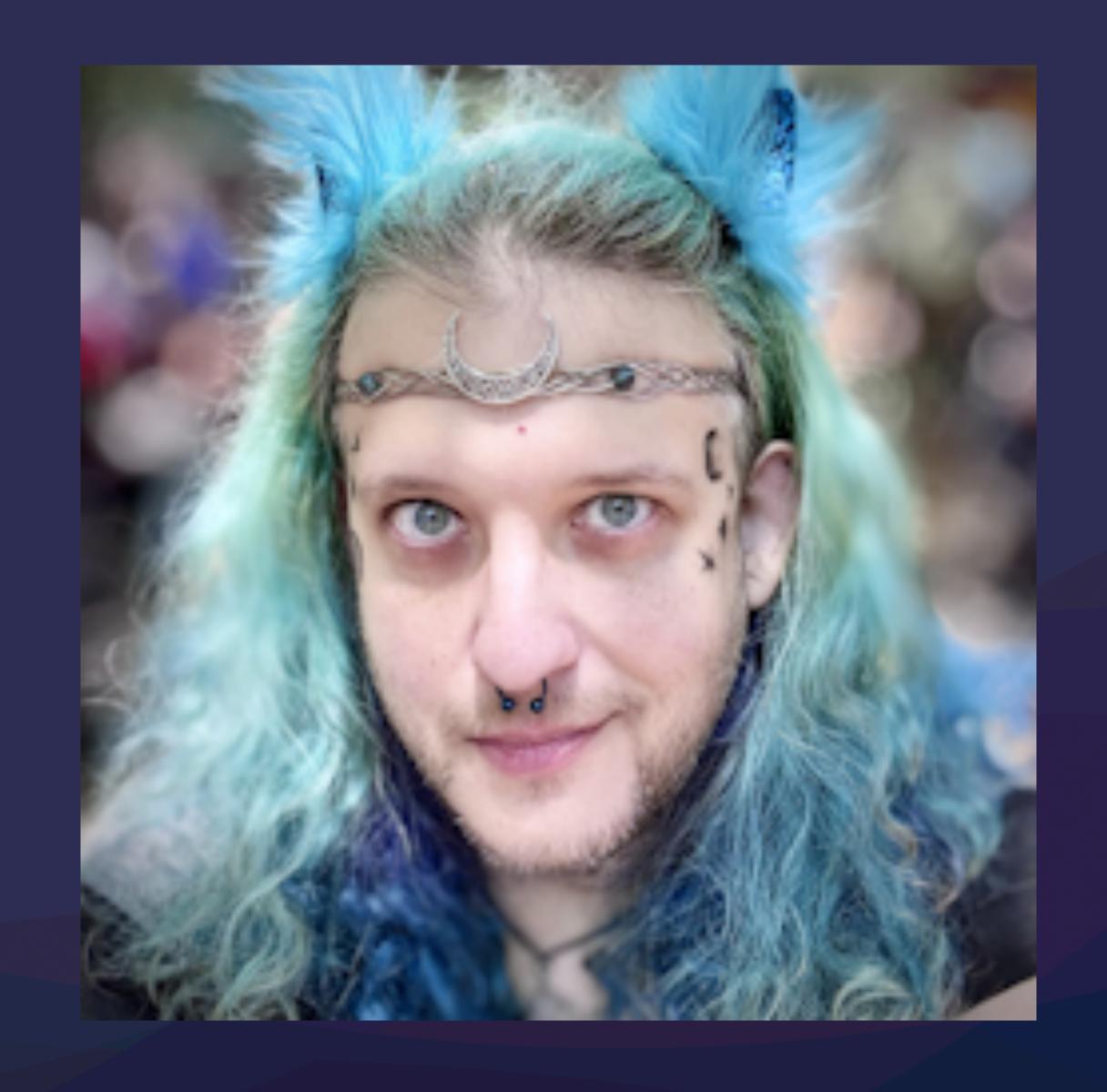
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### Welcome!

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#### DockYard

At DockYard, we help our partners build digital products that delight their users and scale seamlessly. We believe that digital products can be made ethically and resilient enough to flourish in changing markets, and we incorporate that belief through our range of consulting services from product strategy to design and full-stack engineering.



















## Today

Wha-?! Why...?!

Foundations

Demo 1: Tic-tac-toe

Demo 2: Adventure game

# Why would anyone do this?!

"The limit placed on the limitless...does spark the imagination."

-Nick Hornby, writer and lyricist

## Foundations

## A world with Javascript

```
let hi = true
hi = false
```

### A world without Javascript

```
<input id="a" type="checkbox" />
```

### A world without Javascript

```
<input id="a" type="checkbox" checked />
```

#### Meet the team

```
<input>
```

<label>

<style>

#### (Default HTML behavior)

#### Our secret sauce: CSS selectors

## Adjacent Selector

```
<input>
on!
p {
   color: cornflowerblue;
}

input + p {
   color: deeppink;
}
```



## Sibling Selector

```
<input>
<span>...
0n!
 color: cornflowerblue;
input ~ p
 color. deeppink;
```

```
... On!
```

#### Direct descendant selector

```
<label>
     <input>
     </label>

label > input }
     background-color: deeppink;
}
```



#### Pseudoelements

```
<label>Hello</label>
label::after {
  content: ", world!";
}
```

Hello, world!

#### Pseudo-classes

```
<input type="checkbox" />
Hello
input:checked - p::after {
  content: ", world!";
}
```

✓ Hello, world!

#### :has() Selector

```
<label>
    Foo
    <input>
</label>

label {
    color: cornflowerblue;
}

label:has(input:checked) {
    color. deeppink;
}
```

Hello, world! ✓

## Demo: Tic-tac-toe

# Demo: Adventure game

### Thanks!

bit.ly/prdc24-css

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Don't forget your survey!

