

PIASOPR

HTML5 GAME FRAMEWORK





ERALPKARADUMAN
SUPER DAMAGE GAMES

SUPER
DAMAGE



ROCKMORSE

MADE FOR LUDUM DARE #30

EARTH:

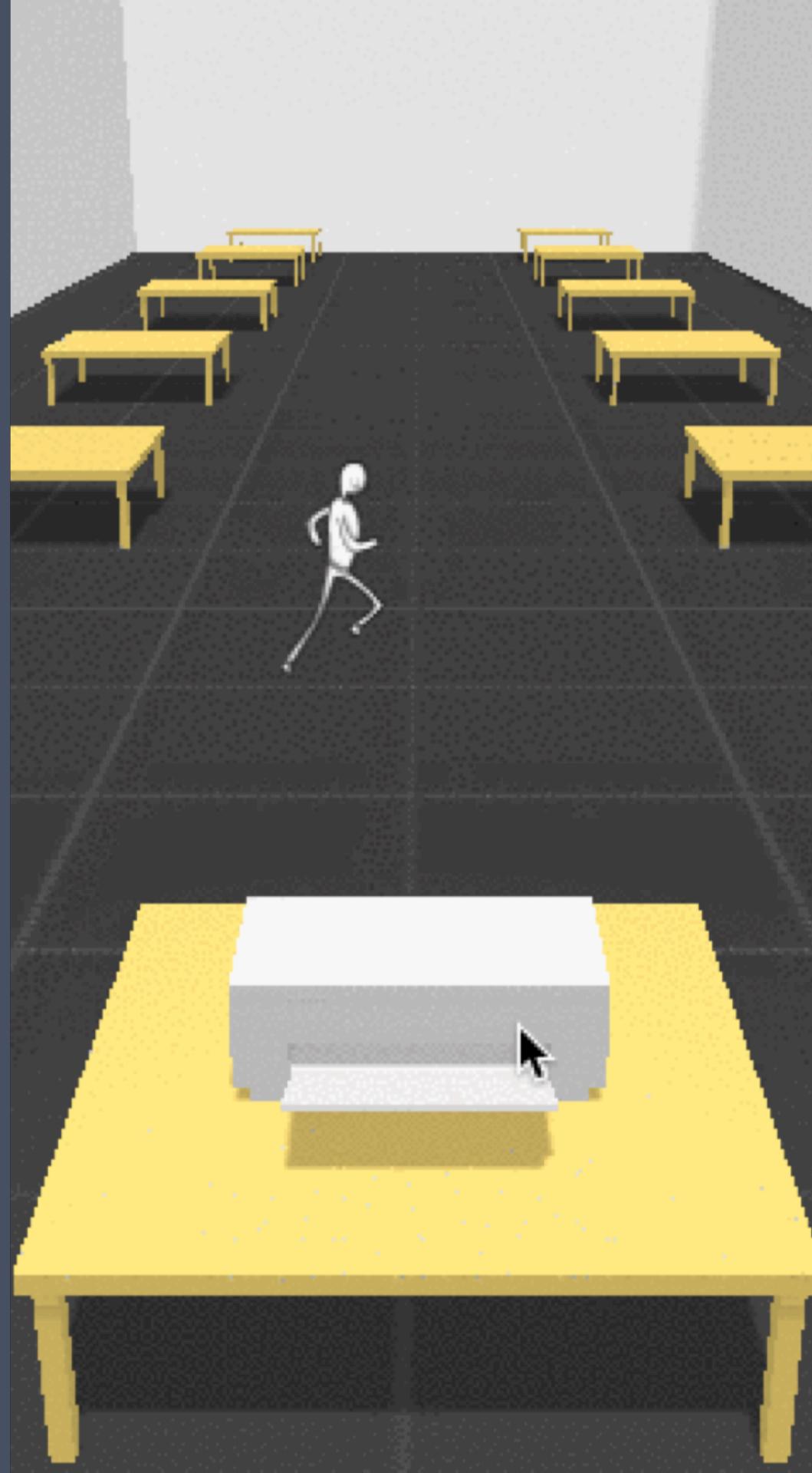
CONNECTION SEEMS
TO BE BROKEN. WE CAN SEND MESSA
GES TO YOU, BUT YOU WON'T BE AB
LE TO REPLY. YOU HAVE TO ANSWER
US BY ARRANGING ROCKS IN MORSE
CODE. GOOD LUCK! WRITE AS SHORT
AND FAST AS YOU CAN. YOU ARE
SHORT ON LIFE SUPPORT.

LIFE SUPPORT LEFT: 14 SOLS
HOURS UNTIL NEXT SOL: 07:56
SATELITE IMAGERY COVERAGE: YES

time: 7, kill: 3

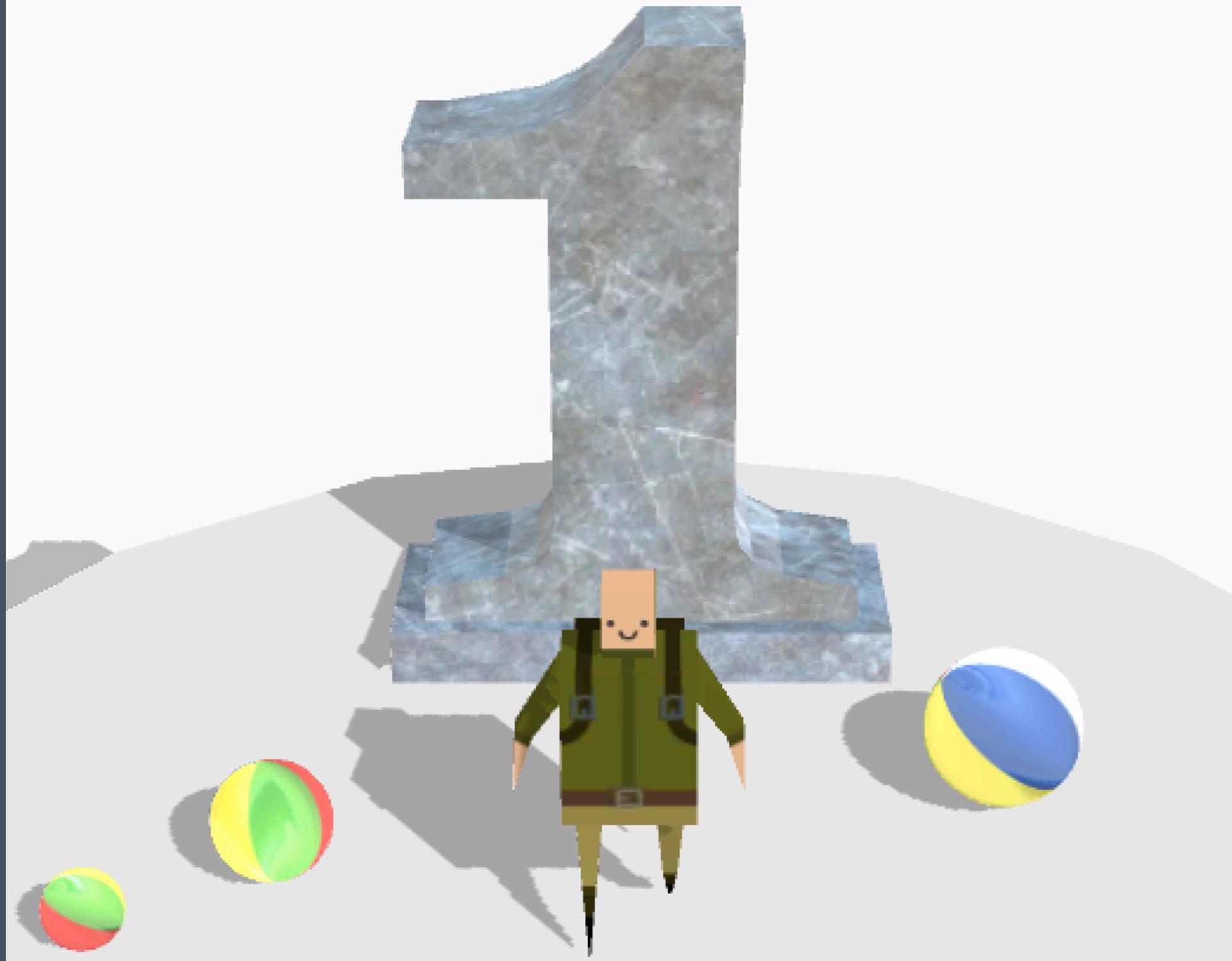


time: 8, kill: 13









GLOBAL GAME JAM
LUDUM DARE
ITCH.IO



GAME FRAMEWORK?

RENDERING
SCALING
PARTICLES

TILEMAPS
TIMERS
TWEENS

**ANIMATION
SPRITES
INPUT
TEXT**

**PHYSICS
AUDIO
CANVAS / WEBGL**



INDEX.HTML

```
<!doctype html>
<html>
  <head>
    <meta charset="UTF-8" />
    <title>try-phaser</title>
    <link rel="stylesheet" href="/main.css" media="all">
  </head>
  <body>
    <div id="content"></div>
    <script src="/bin/phaser.min.js"></script>
    <script src="/bin/bundle.js"></script>
  </body>
</html>
```

MAIN.JS

```
new Phaser.Game(800, 600, Phaser.AUTO, 'content', null);
```

MAIN.JS

```
var bootState = require("./bootState");

var game = new Phaser.Game(800, 600, Phaser.AUTO, 'content', null);
game.state.add('boot', bootState);
game.state.start('boot');
```

MAIN.JS

```
var bootState = require("./bootState");
var loadState = require("./loadState");
var introState = require("./introState");
var gameState = require("./gameState");

var game = new Phaser.Game(800, 600, Phaser.AUTO, 'content', null);
game.state.add('boot', bootState);
game.state.add('load', loadState);
game.state.add('intro', introState);
game.state.add('game', gameState);
game.state.start('boot');
```

BOOTSTATE.JS

```
module.exports = {

  preload: function() {
    // load assets
  }

  create: function() {
    // setup game
    // initiate player
    // initiate enemy
    game.state.start('load');
  }

  update: function() {
    // handle input & move sprites & check collisions
  }
}
```

INTROSTATE.JS

```
module.exports = {

  create: function() {

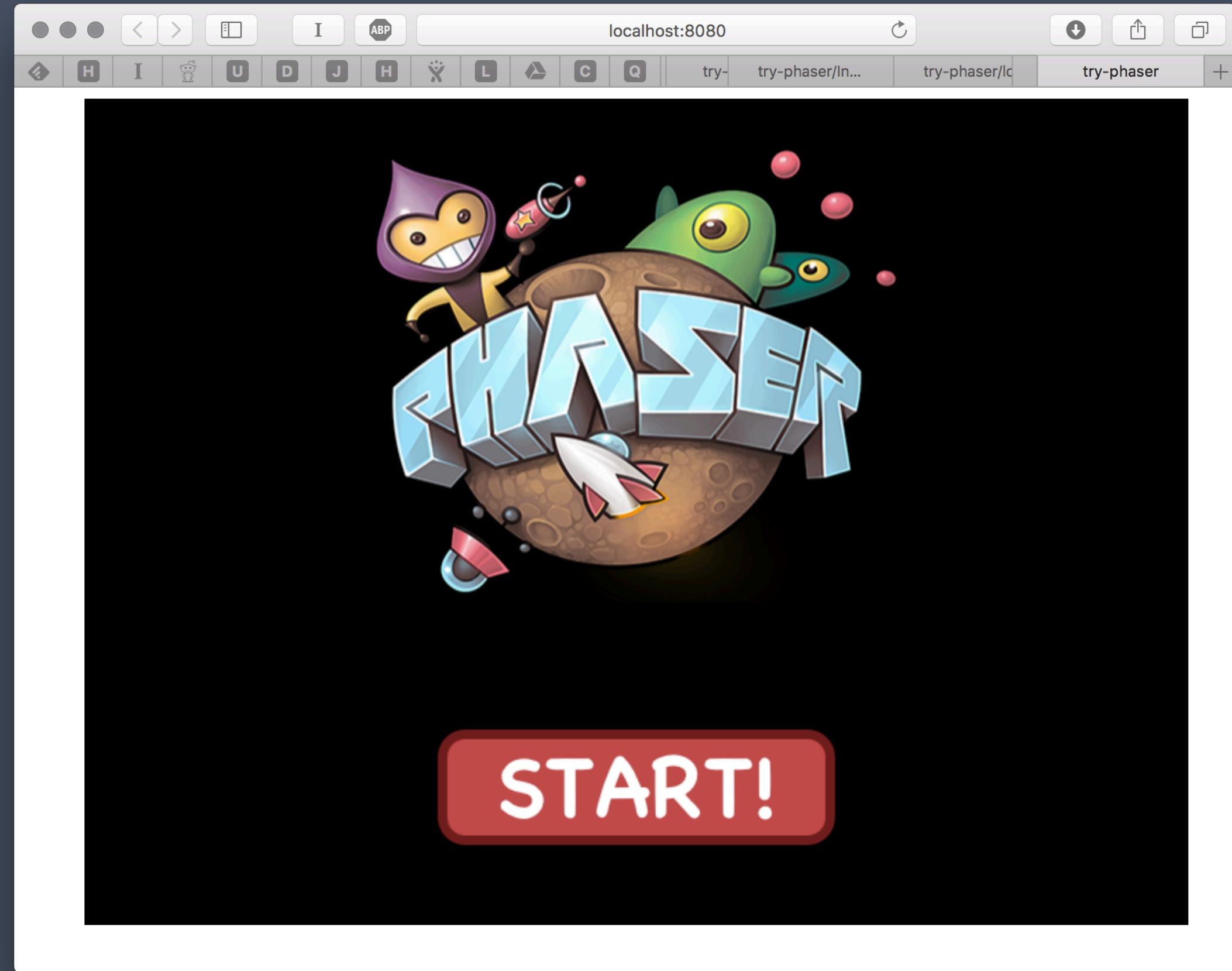
    var logo = this.add.sprite(
      this.world.centerX,
      this.world.centerY,
      'logo'
    );

    logo.anchor.setTo(0.5, 0.8);

    var button = this.add.button(this.world.centerX, 500, 'btn', function() {
      game.state.start('game');
    }, this, 1, 0, 0);

    button.anchor.setTo(0.5, 0.5);

  }
}
```



LOADSTATE.JS

```
module.exports = {

  preload: function() {
    this.load.image('logo', 'phaser.png');
    this.load.image('man-blue', 'man-blue.png');
    this.load.image('man-red', 'man-red.png');
    this.load.image('logo', 'phaser.png');
    this.load.spritesheet('btn', 'btn-spritesheet.png', 288, 84);
  },

  create: function() {
    this.state.start('intro');
  }
}
```



```
this.load.spritesheet(  
    'btn',  
    'btn-spritesheet.png',  
    288,  
    84  
) ;
```

GAMESTATE.JS

```
var Person = require('./person');

var input = {};
var player = null

function create() {

    var game = window.game;
    player = new Person(game, this.world.centerX, this.world.centerY);

    input.upKey = game.input.keyboard.addKey(Phaser.Keyboard.UP);
    input.downKey = game.input.keyboard.addKey(Phaser.Keyboard.DOWN);
    input.leftKey = game.input.keyboard.addKey(Phaser.Keyboard.LEFT);
    input.rightKey = game.input.keyboard.addKey(Phaser.Keyboard.RIGHT);

}

function update() {

    input.up = input.upKey.isDown;
    input.down = input.downKey.isDown;
    input.left = input.leftKey.isDown;
    input.right = input.rightKey.isDown;

    player.move(input);
}

module.exports = {
    create: create,
    update: update
}
```

GAMESTATE.JS (CREATE)

```
var input = {};
var player = null

function create() {

    var game = window.game;
    player = new Person(game, this.world.centerX, this.world.centerY);

    input.upKey = game.input.keyboard.addKey(Phaser.Keyboard.UP);
    input.downKey = game.input.keyboard.addKey(Phaser.Keyboard.DOWN);
    input.leftKey = game.input.keyboard.addKey(Phaser.Keyboard.LEFT);
    input.rightKey = game.input.keyboard.addKey(Phaser.Keyboard.RIGHT);

}
```

GAMESTATE.JS (UPDATE)

```
function update() {  
  
    input.up = input.upKey.isDown;  
    input.down = input.downKey.isDown;  
    input.left = input.leftKey.isDown;  
    input.right = input.rightKey.isDown;  
  
    player.move(input);  
}
```

PERSON.JS

```
var Person = function(game, x, y) {  
    this.moveSpeed = 5;  
  
    Phaser.Sprite.call(this, game, x, y, 'man-blue');  
    this.anchor.setTo(0.5, 0.5);  
    game.add.existing(this);  
}  
  
Person.prototype = Object.create(Phaser.Sprite.prototype);  
Person.prototype.constructor = Person;  
Person.prototype.update = function() {  
}  
  
Person.prototype.move = function(input) {  
    // ...  
}  
  
module.exports = Person
```

PERSON.JS (MOVE)

```
Person.prototype.move = function(input) {  
  
    var pos = {y: 0, x: 0};  
  
    if (input.up) {  
        pos.y = -1;  
    }  
    else if (input.down) {  
        pos.y = 1;  
    }  
  
    if (input.left) {  
        pos.x = -1;  
    }  
    else if (input.right) {  
        pos.x = 1;  
    }  
  
    this.x += (pos.x * this.moveSpeed);  
    this.y += (pos.y * this.moveSpeed);  
}
```

PHASER.ORG
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ITCH.IO/JAMS
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