



Boilerplate/Template

```
function preload(){
// Load in assets from paths (local or external)
}

function create(){
// Contains code to render GameObjects
}

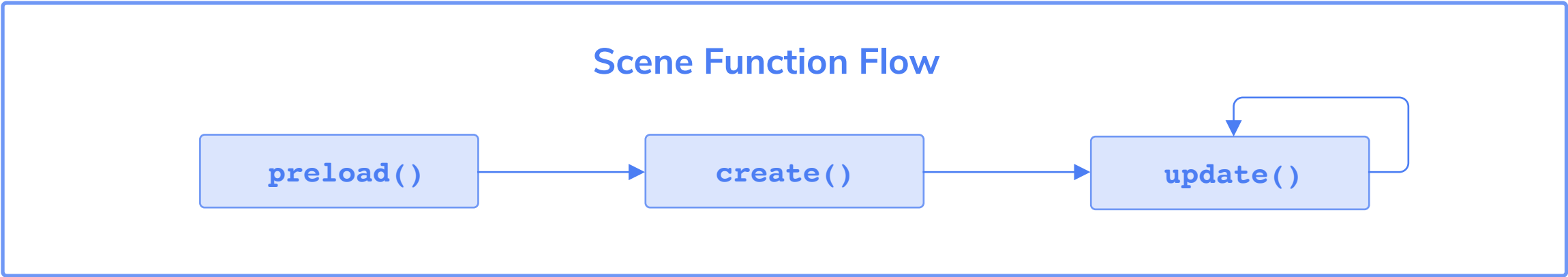
function update(){
// Executes code once every animation frame
}

const config = {
// Contains properties with metainformation
};

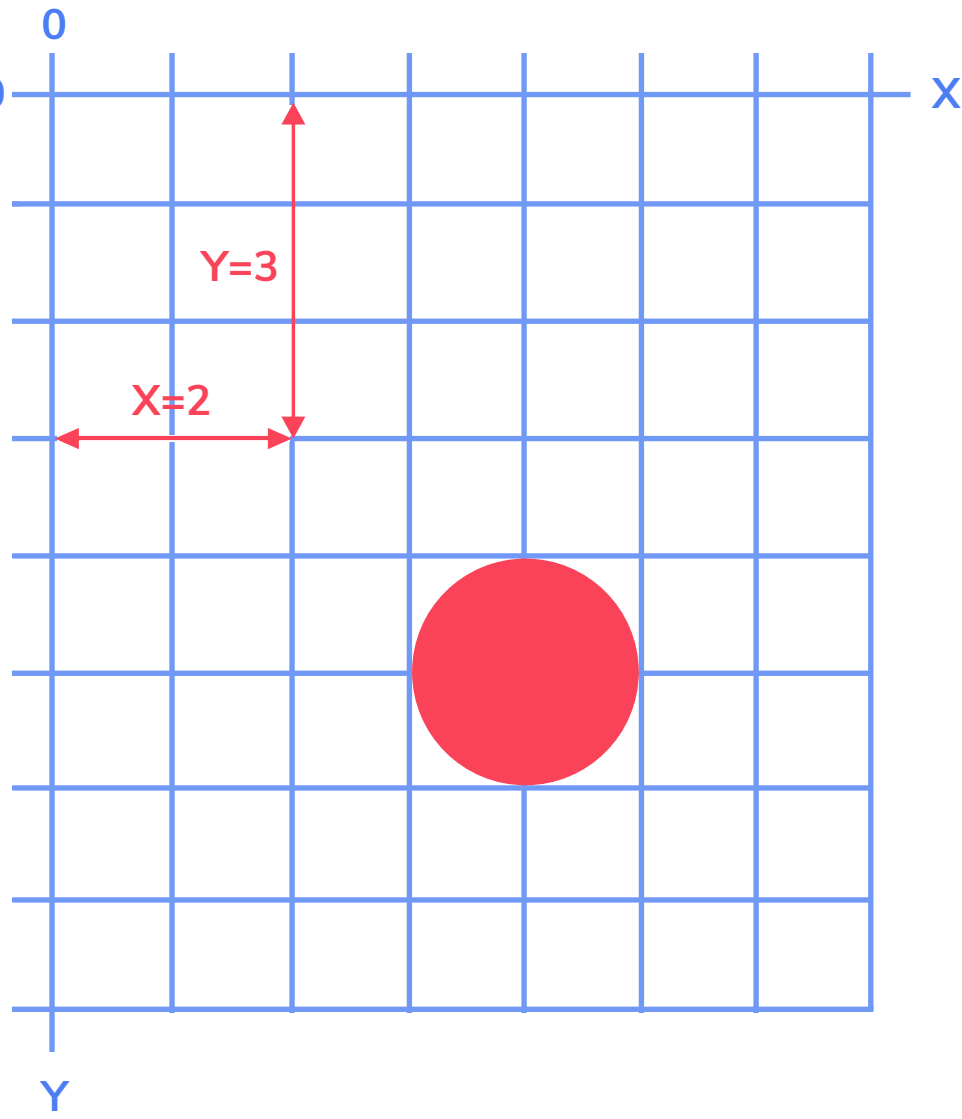
// Creates and starts the Phaser game
const game = new Phaser.Game(config);
```

Legend

- `preload()`
A function in the Scene object that loads in assets like images and sounds.
- `create()`
A function in the Scene object that creates the game's sprites, images, Colliders, Groups, and so much more.
- `update()`
A function in the Scene object that executes every animation frame. It can be used to check for keyboard input or manipulating GameObjects, among other things.
- `config`
An object that contains the game's metainformation such as the height and width of the game screen, background color, the Scene's functions, and more.
- `new Phaser.game(config)`
An object that contains the game's metainformation such as the height and width of the game screen, background color, the Scene's functions, and more.



Phaser's Grid System



Notes:

- The game screen can be thought of as a coordinate grid.
- The origin (0, 0) starts at the top left corner.
- Going from the left side of the screen to the right side of the screen increase the x-coordinate.
- Going from the top of the screen to the bottom of the screen increases the y-coordinate
- The coordinates (2, 3) is located 2 pixels to the right and 3 pixels down from the origin.
- The circle provided can be made by:
- ```
function create() {
 const redHexCode = 0xFF164A;
 this.add.circle(4, 5, 1, redHexCode);
}
```
- The circle's centered at the coordinates (4, 5) has a radius of 1.
- The last argument provides the color.