

Introduce

Have 10 day for make Game.

Setup Tools

- [Visual Studio Code](#)
 - <https://marketplace.visualstudio.com/items?itemName=CoenraadS.bracket-pair-colorizer>
 - <https://marketplace.visualstudio.com/items?itemName=swashata.beautiful-ui>
 - <https://marketplace.visualstudio.com/items?itemName=ritwickdey.LiveServer>
- [Chrome](#)

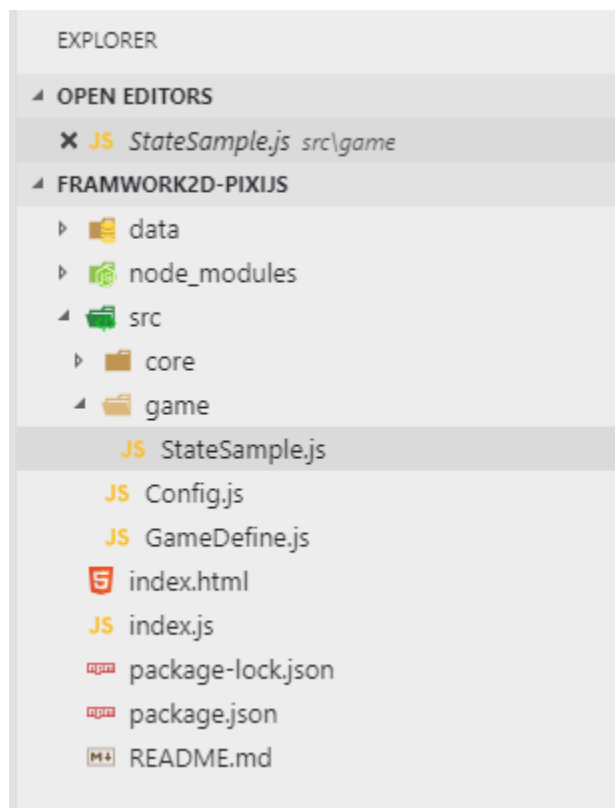
Timeline

3 Day With Language	7 Day With Make Game
<p>Basic HTML, CSS, JS</p> <ul style="list-style-type: none">- https://www.w3schools.com/html/default.asp- https://www.w3schools.com/css/default.asp- https://www.w3schools.com/js/default.asp <p>OOP</p> <ul style="list-style-type: none">- https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/Object-oriented_JS <p>ES6</p> <ul style="list-style-type: none">- https://webapplog.com/es6/- https://codetower.github.io/es6-features/	<p>GameLoop FPS GameState Resources Texture, TextureCache TextureAtlas Sprite</p> <p>window: keyboard groupingSprites: node, child Text, TextStyle</p> <p>Audio: https://howlerjs.com/</p>

Project Structure

Folder

data	Data use in game: texture, sound, font, ...
Src	Source code logic javascript
Index.html	Entry point web app
Index.js	Main app js
package.json	Define package library use in project.

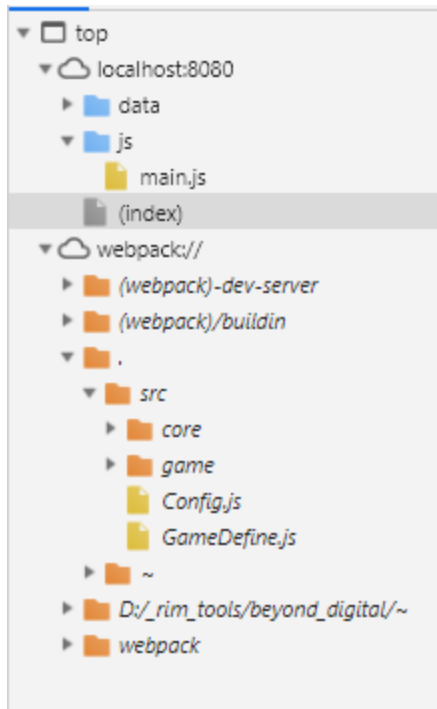


How to RUN

Install: 'npm i'

Reun: 'npm run dev'

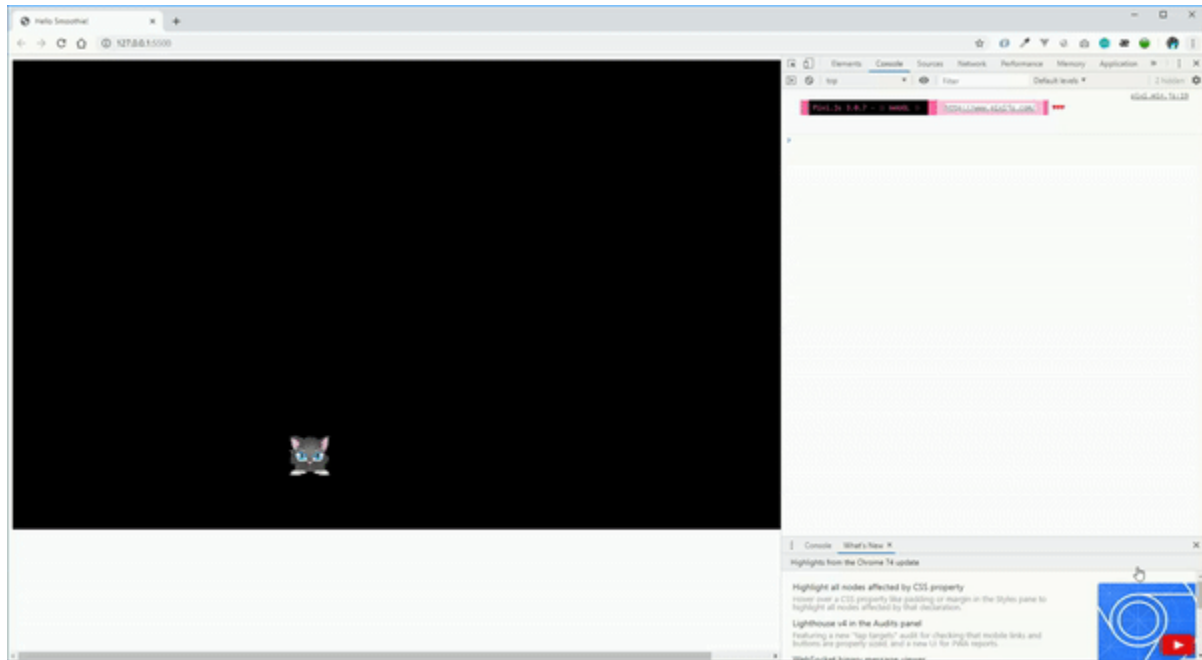
Debug



PixiJS v4

Pixi is an extremely fast 2D sprite rendering engine. What does that mean? It means that it helps you to display, animate and manage interactive graphics so that it's easy for you to make games and applications using JavaScript and other HTML5 technologies. It has a sensible, uncluttered API and includes many useful features, like supporting texture atlases and providing a streamlined system for animating sprites (interactive images).

Make Game Now



Reference

Pixi Example Code

- <https://github.com/kittykatattack/learningPixi>

Demo source Game:

- <https://github.com/Bonnee/breakthefuckout/blob/master/BreakTheFuckOut/BreakTheFuckOut/www/game.js>
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