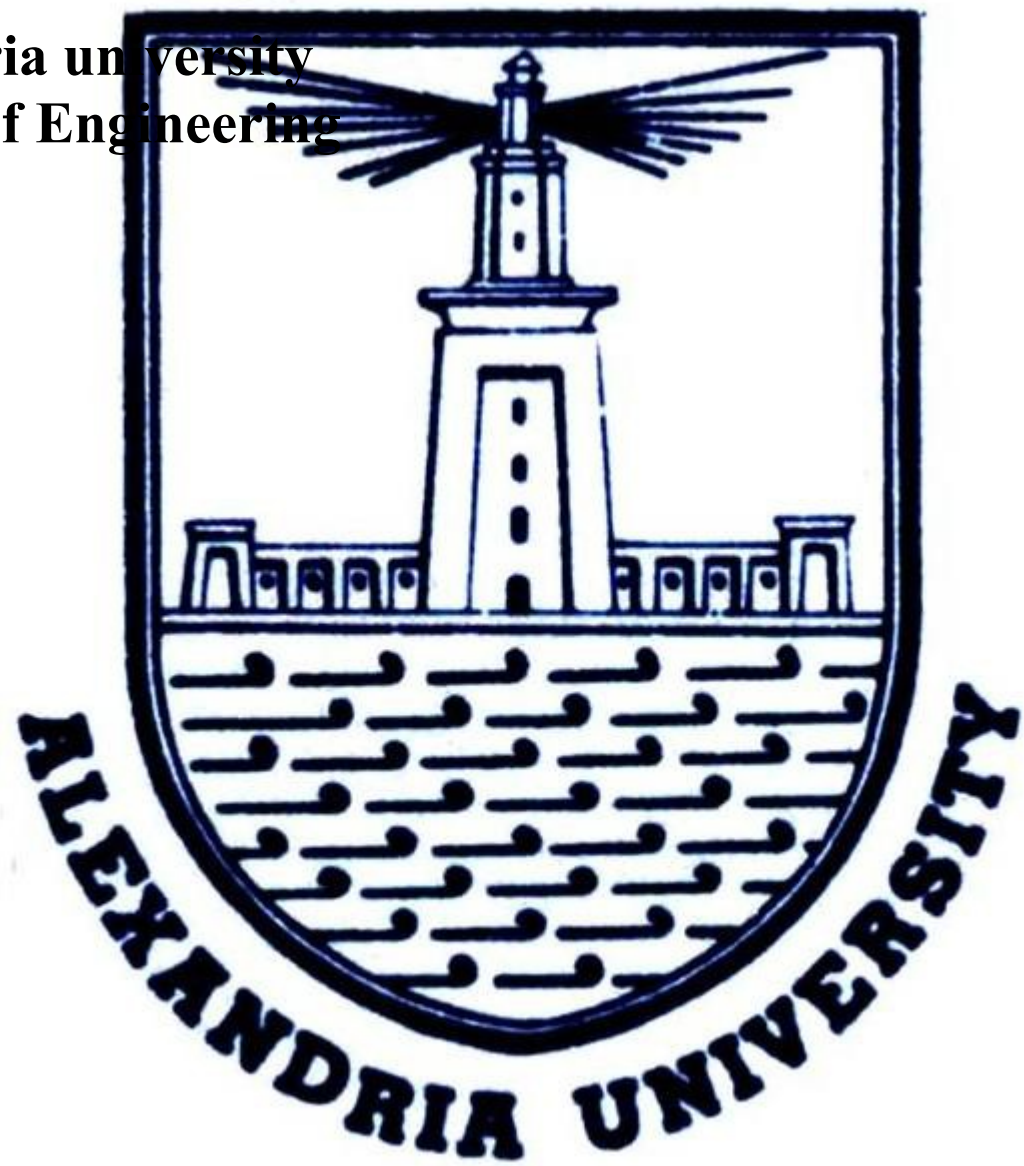
Alexandria university
Faculty of Engineering



Multimedia

Project report

PIXI.js

Hend Mohamed Elsisi 1268

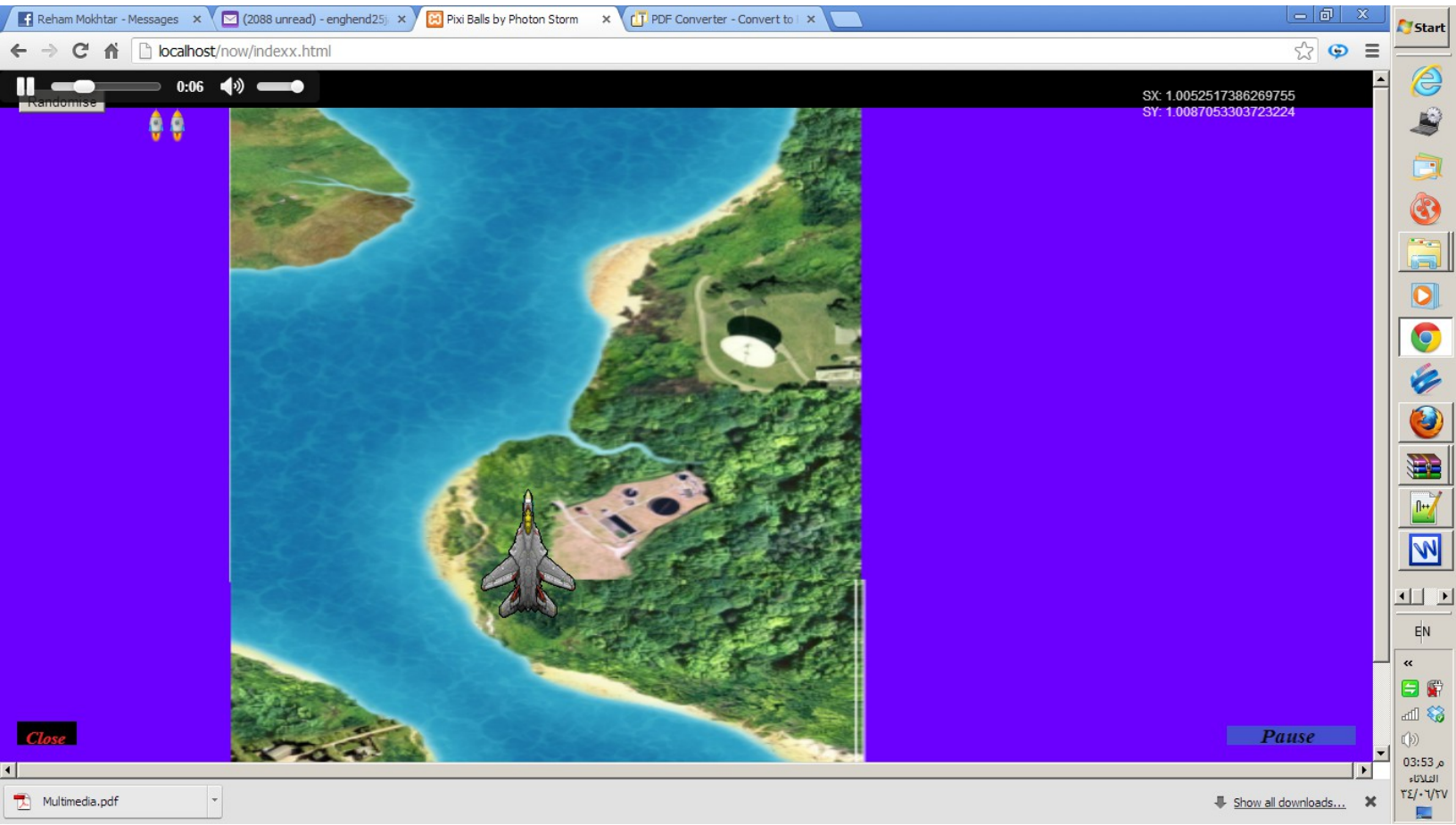
Shymaa fawze Isafty 1285

GAME LOGIC:

The game is to let the user act with keyboard or mouse to play the game at the two levels

Technologies being used:

Html5



Pixi.js

Screen shots

The code:

```
<!DOCTYPE HTML>
<html>
<head>
	<title>Pixi Balls by Photon Storm</title>
	<meta charset="utf-8">
	<meta name="viewport" content="initial-scale=1 maximum-scale=1 user-scalable=0" />
	<link rel="stylesheet" href="storm.css">

	<script src="jquery-1.8.3.min.js"></script>
	<script src="pixi.js"></script>
</head>
<body>

	<a href="http://www.photonstorm.com"><img src="assets/photonstorm.png" width="121" height="18"
id="photonstorm" title="Photon Storm" /></a>
	<a href="http://www.html5gamedevs.com/topic/59-pixijs-has-landed/"><img src="assets/pixi.png"
width="56" height="22" id="pixi" title="pixi.js" /></a>
	<input type="button" id="rnd" value="Randomise" />
	<div id="sx">SX: 0<br />SY: 0</div>

<audio controls="controls" autoplay="autoplay" loop="loop">
<source src="voicegame.wav" type="audio/mpeg">
<source src="voicegame.ogg" type="audio/ogg">
<embed height="50" width="100" src="voicegame.mp3">
</audio>



	<script>



	document.addEventListener('DOMContentLoaded', start, false);



	//create texture from jet image
	var Ptexture = PIXI.Texture.fromImage("jet1.png");
	var w = 1290;
	var h = 700;
```

```
	var starCount = 2500;
	var sx = 1.0 + (Math.random() / 20);
	var sy = 1.0 + (Math.random() / 20);



	var slideY = 3;
	var stars = [];

	function start() {
   var enemy1=[];
var enemy2=[];
var enemy3=[];
		var ballTexture = new PIXI.Texture.fromImage("assets/bubble_32x32.png");
	var enemies = new PIXI.Texture.fromImage("eggHead.png");


		renderer = PIXI.autoDetectRenderer(w, h);

		stage = new PIXI.Stage(0x6600FF);

		document.body.appendChild(renderer.view);



//for (i=0;i<50;i++)
i=0;
{
enemy[i]= new PIXI.Sprite(enemies);
//enemy3[i].anchor.x = 0.2;
//enemy3[i].anchor.y = 0.2;
enemy3[i].position.x=130;
enemy3[i].position.y-=300*i;
stage.addChild(enemy3[i]);
}



		{

			var tempBall = new PIXI.Sprite(ballTexture);

			tempBall.position.x =  w/6;
			tempBall.position.y =  0;


			stars.push({ sprite: tempBall, x: tempBall.position.x, y: tempBall.position.y });

			stage.addChild(tempBall);


	}
```

```
    document.getElementById('sx').innerHTML = 'SX: ' + sx + '<br />SY: ' + sy;

    requestAnimFrame(update);

}






function update()
{


 i=0;
    {
        stars[i].sprite.position.x = stars[i].x ;
        stars[i].sprite.position.y = stars[i].y ;
        stars[i].x = stars[i].x ;
        stars[i].y = stars[i].y -slideY;


        {
            //stars[i].x = stars[i].x - w;
        }

        if (stars[i].y > h)
        {
            stars[i].y = stars[i].y - h;
        }
        else if (stars[i].y < -h)
        {
            stars[i].y = stars[i].y + h;
        }
    }
    //call function to draw jet
    DrawJet();

    renderer.render(stage);

    requestAnimFrame(update);


function DrawJet()
    {
        var Jet = new PIXI.Sprite(Ptexture);
        Jet.position.x =400;
        Jet.position.y =400;
        //stage.addChild(Jet);
```

```
        document.addEventListener('mousemove',mousemove,false);

        function mousemove(e){
            // if((jet.position.y > 0) && (jet.position.x > 0) && (jet.position.x < gameWidth) && (jet.position.y
< gameHeight))
            // {
                Jet.position.x = e.screenX - 80;
                Jet.position.y = e.screenY - 260;
                stage.addChild(Jet);
            //}
            }
    }

}

    </script>

    </body>
</html>
```