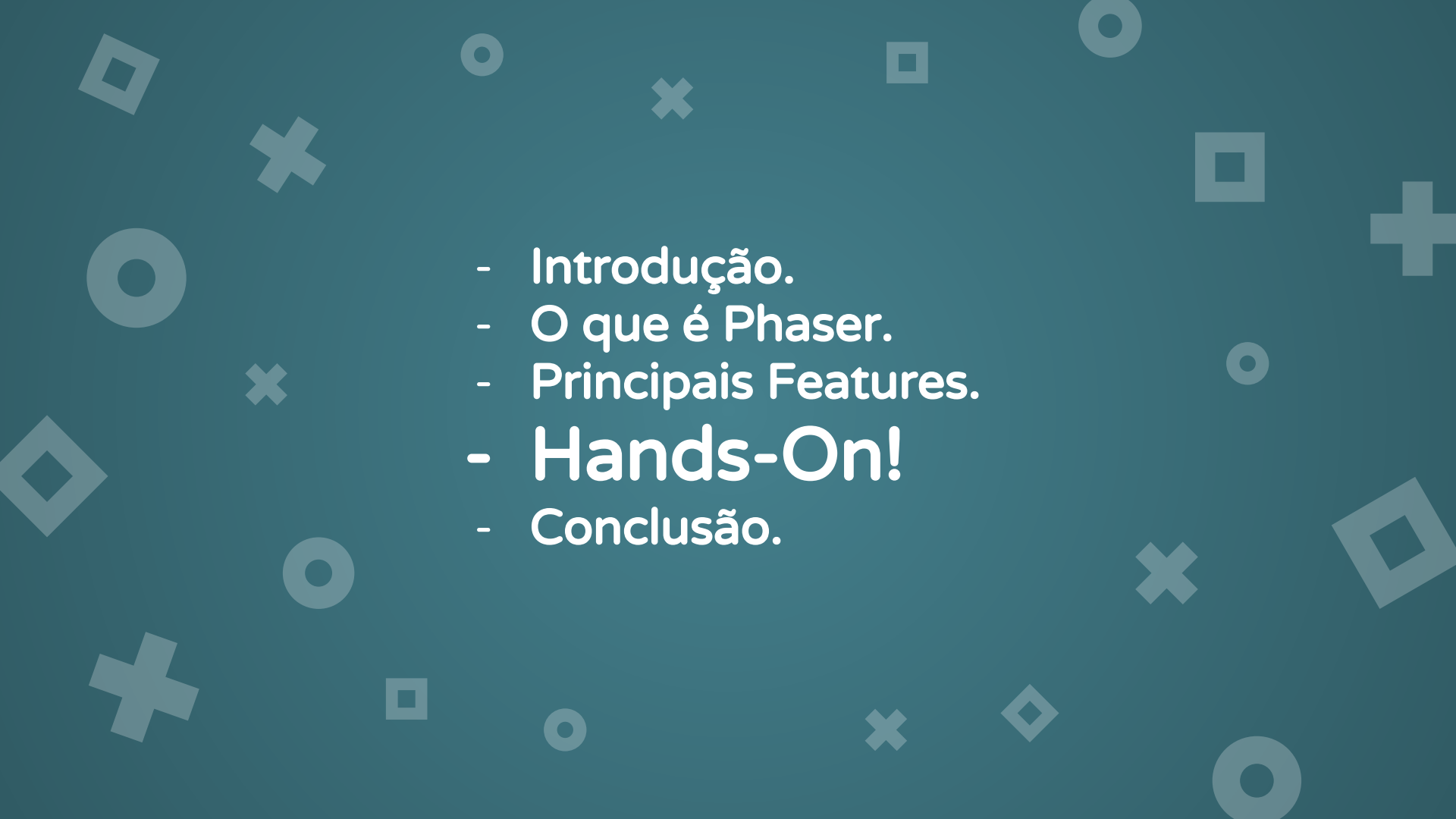




GAMUX

# Phaser Workshop

- 
- The background is a solid teal color. It is decorated with various light blue geometric shapes scattered across the surface. These shapes include squares (some with smaller squares inside), circles (some with smaller circles inside), and plus signs. The shapes are of different sizes and are oriented in various directions, creating a patterned effect.
- Introdução.
  - O que é Phaser.
  - Principais Features.
  - **Hands-On!**
  - Conclusão.

# Introdução



GAMUX

PESQUISA E DESENVOLVIMENTO  
DE JOGOS



LivreCamp

# Introdução



**20 À 22 DE OUTUBRO**

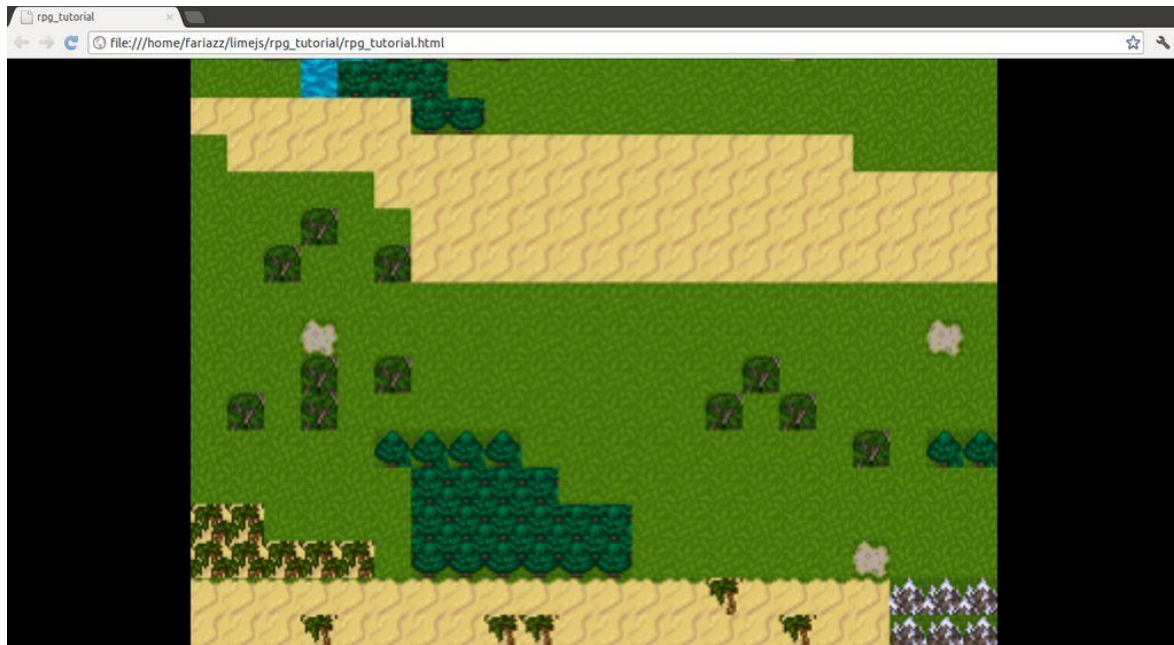
**INSTITUTO DE COMPUTAÇÃO, UNICAMP**

# O que é Phaser



Framework de JavaScript para a web!

# O que é Phaser



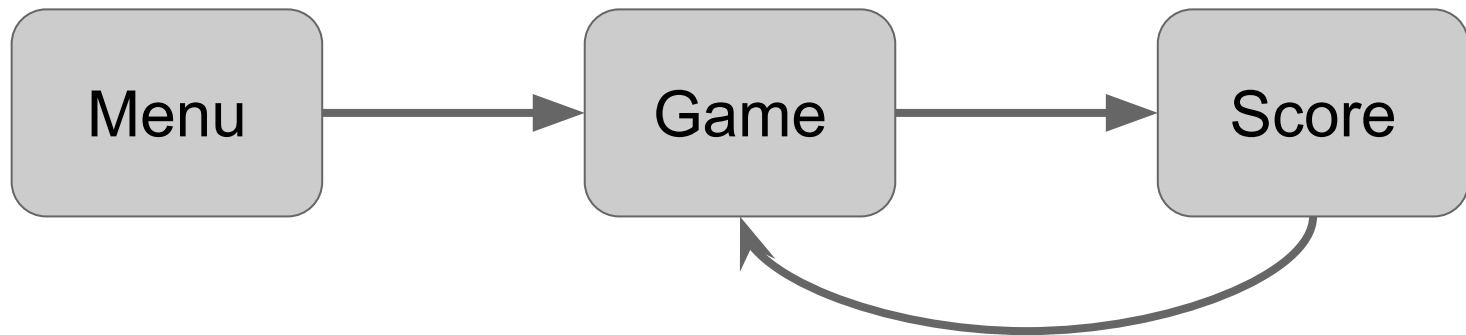
A engine é o Browser!

# Principais Features

1. Game States.
2. Game Objects (Sprites, Text, etc).
3. Tween.
4. **MUITOS EXEMPLOS.**

# Principais Features

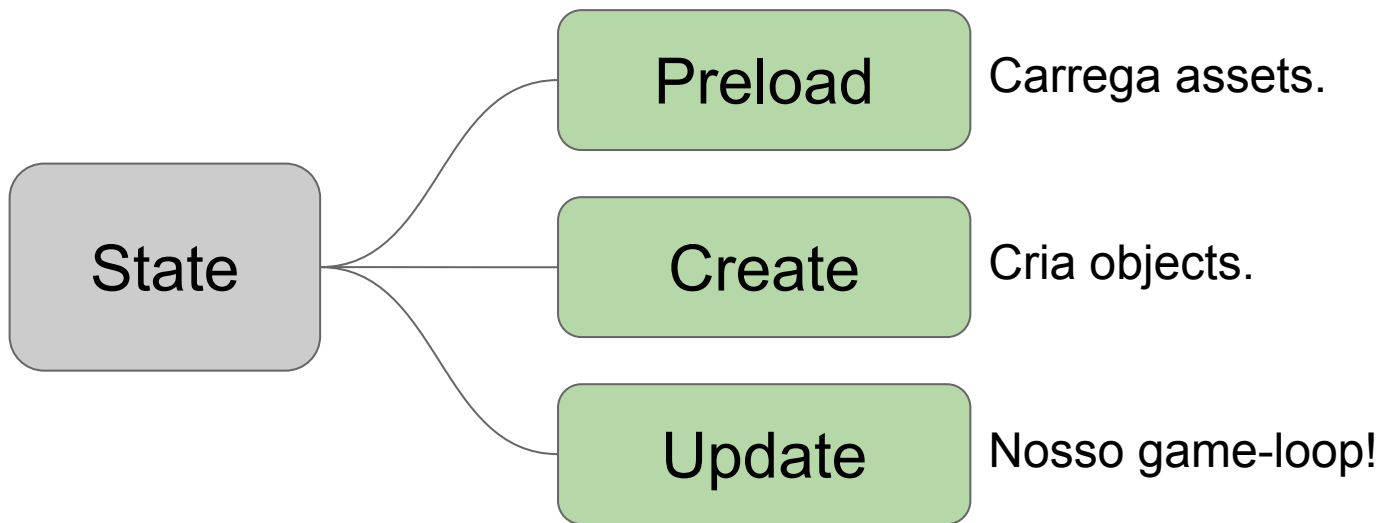
## Game States





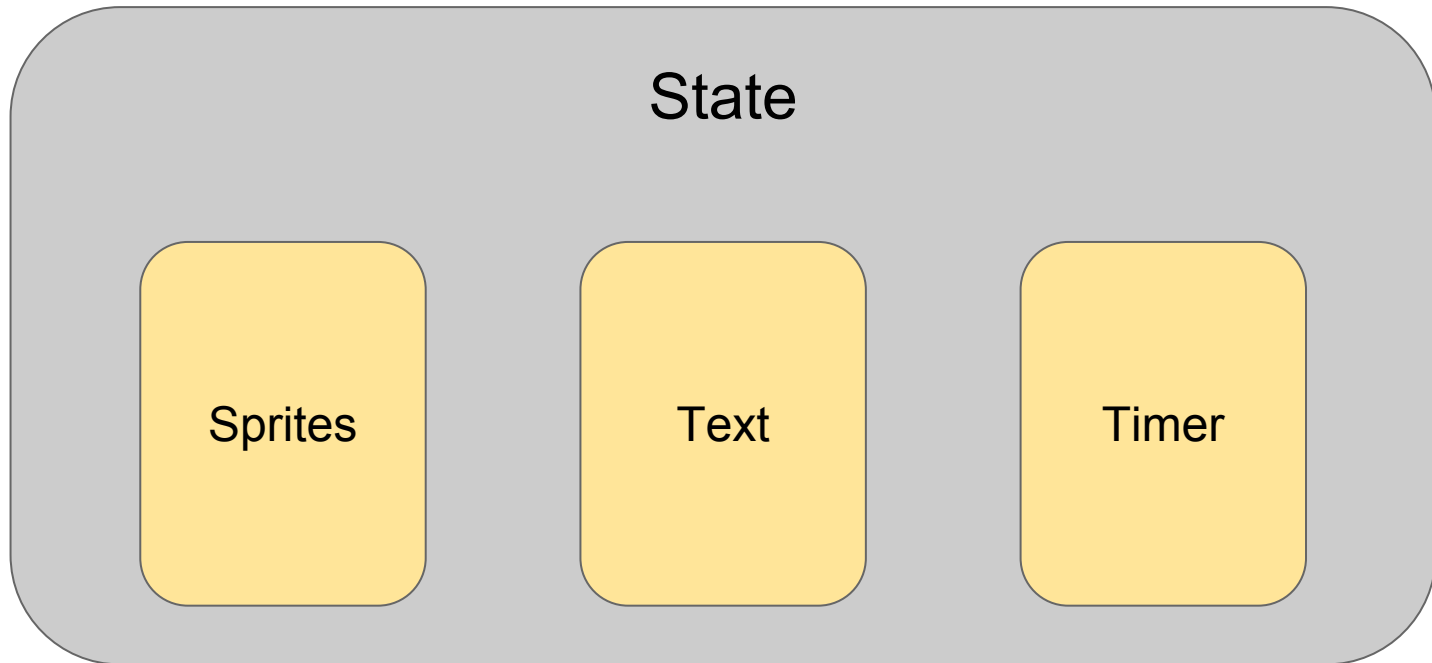
# Principais Features

## Game States



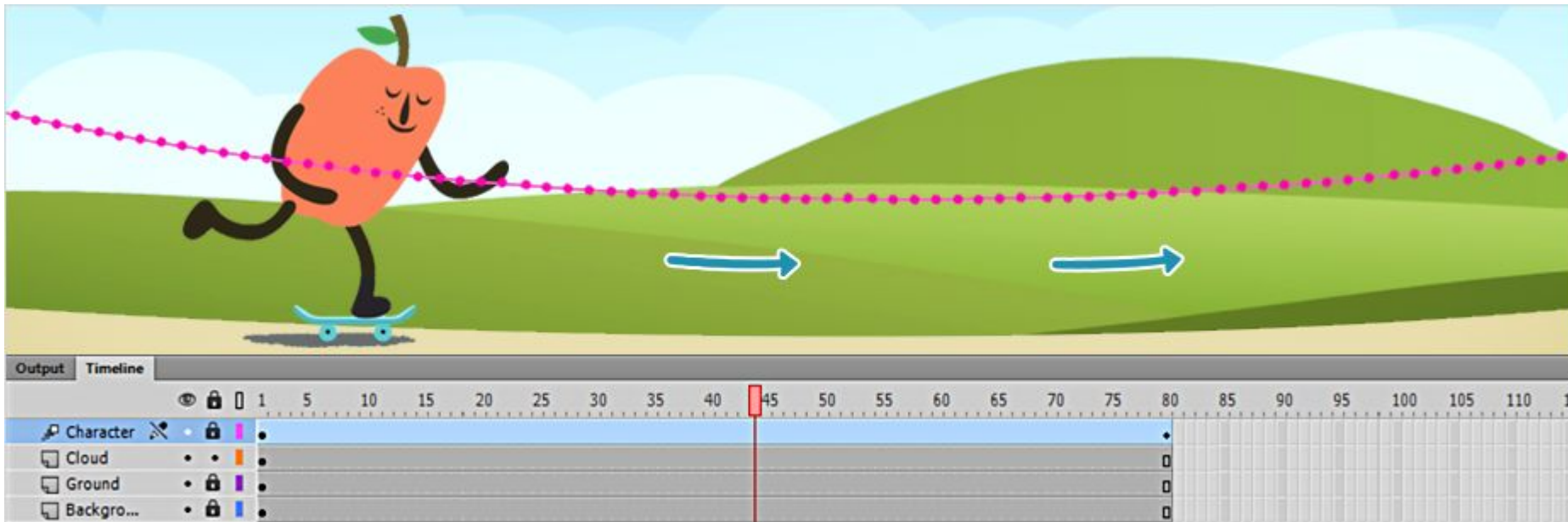
# Principais Features

## Game Objects



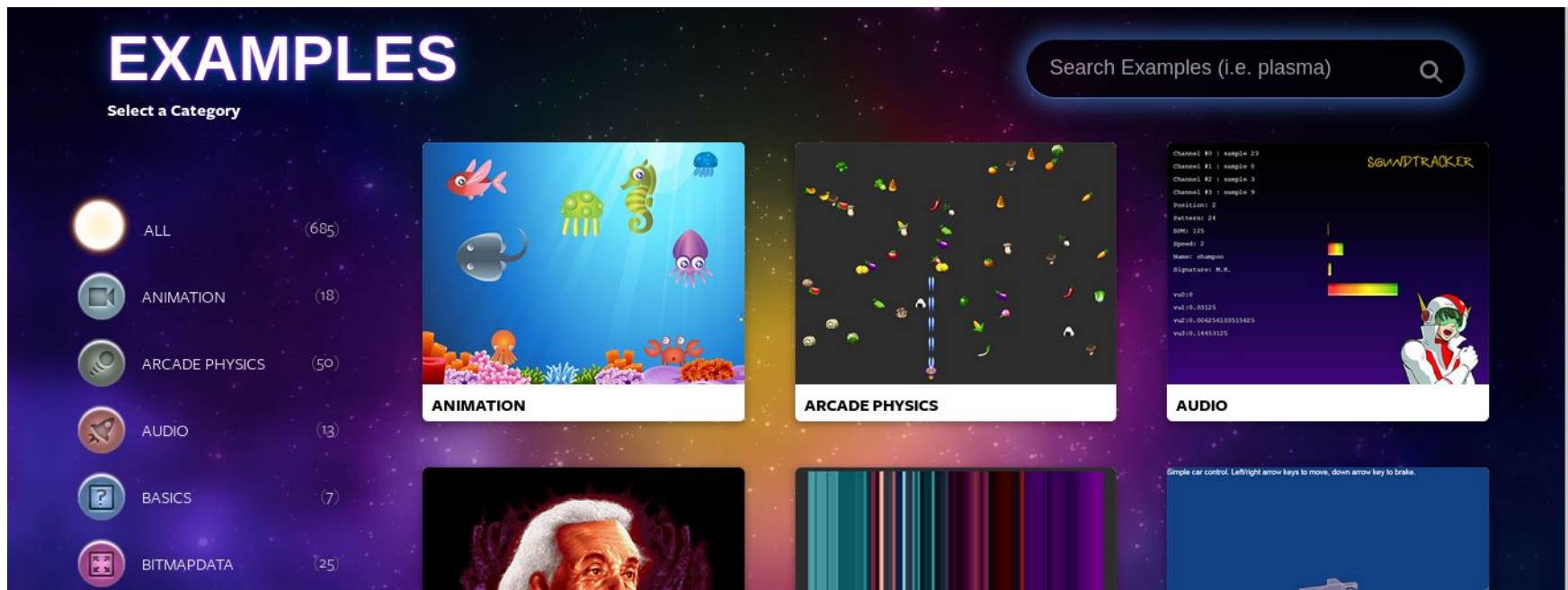
# Principais Features

## Tweening



# Principais Features

MUITOS EXEMPLOS!



The background is a solid teal color. It is decorated with various light teal geometric shapes scattered across the surface. These shapes include squares (some with smaller squares inside), circles (some with smaller circles inside), and plus signs. The shapes are of different sizes and are oriented in various directions, creating a patterned effect.

# Hands-On!

# Hands-On

Projeto em branco:

<https://github.com/henriquelalves/Basic-Phaser-Boilerplate>

The screenshot shows the GitHub repository page for 'henriquelalves / Basic-Phaser-Boilerplate'. At the top, there are navigation links: 'Code', 'Issues' (0), 'Pull requests' (0), 'Projects' (0), 'Wiki', 'Settings', and 'Insights'. To the right of these links are buttons for 'Unwatch' (1), 'Star' (0), and 'Fork' (0). Below the navigation links, the repository description is 'Basic Phaser boilerplate without dependencies.' with an 'Edit' button. There are also tags for 'phaser', 'no-dependencies', 'noob-friendly', and 'Manage topics'. A progress bar shows '5 commits', '1 branch', '0 releases', '1 contributor', and 'MIT' license. Below the progress bar, there are buttons for 'Branch: master', 'New pull request', 'Create new file', 'Upload files', 'Find file', and 'Clone or download'. The commit history table is as follows:

Commit	Description	Time
Henrique L Alves Removed .js~		Latest commit 1713b96 4 minutes ago
assets	Added platform	19 minutes ago
libs	Working boilerplate example	3 days ago
src	Removed .js~	4 minutes ago
LICENSE	Initial commit	21 days ago
README.md	Updated README	8 minutes ago
index.html	Working boilerplate example	3 days ago

# Conclusão

The background is a solid teal color. It is decorated with a pattern of various geometric shapes in a lighter shade of teal. These shapes include squares, circles, and crosses, some of which are rotated at different angles. The shapes are scattered across the entire page, creating a modern and abstract design.

# Conclusão

O que falta no nosso jogo?



# Conclusão

O que falta no nosso jogo?

- Screen Manager (resolução da tela!).

# Conclusão

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- Screen Manager (resolução da tela!).
- Preloader State.

# Conclusão

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- Screen Manager (resolução da tela!).
- Preloader State.
- Mobile Friendly.

# Conclusão

## O que falta no nosso jogo?

- Screen Manager (resolução da tela!).
- Preloader State.
- Mobile Friendly.
- Polimento, State Transition, etc.

The top of the slide features a dark teal header bar. It is decorated with various light-colored geometric shapes, including plus signs, circles, squares, and diamonds, some of which are slightly rotated.

# Conclusão

# Dúvidas?