Documentation

1. Ubuntu version we use is 14.04 (Trusty Tahr)
2. To set up and run all the html file, you need a local web server. Python is used to set up the server.
3. Install Python 2.7.11 on Ubuntu.
4. Click on terminal, change directory into clone repository in bash, and run –mSimpleHTTPServer
5. Open any web browser, type in <http://localhost:8000/index.html>, you should be able to run the game in the web browser
6. If you want to switch to the other game, type <http://localhost:8000/app2.html> or <http://localhost:8000/app3.html>

Game description

Game 1 Activity 1 - Pack moonrocks

index.html

* Changes the way that the rocks are generated on panel
* Create box and panel group
* Set up coordinates in the box and panel
* Rearrange object position after they are being drag
* read index.html\_about.txt under the clone repository
* index.html combines activity 1 & 2

Game 1 Activity 2 - Charge Spaceship

app5.html

* Changes the way that the crystals are generated on panel
* Create box and panel group
* Set up coordinates in the box and panel
* Rearrange object position after they are being drag

Game 1 Activity 3 - Select Galaxy

app4.html

Game 1 Activity 4 - Select Planet

app3.html

Game 1 Activity 5 - Feed the stardust

app2.html

* Create Left and Right group
* Set up coordinates in yuki and yana box
* Star returns to its original position while they are not in yuki and yana box

Game 2 Activity 1 - Board the space pet

app6.html

* Space pets return to its original position if they are not dragged into the right spot

Game 2 Activity 2 - Organize by color

game2-1.html

* sort colored rocks into the empty boxes without color

game2-3.html

* sort colored rocks into the empty boxes that match its color

game3-1.html

* sort colored crystals into the empty boxes without color

game3-2.html

* sort colored crystals into the empty boxes that match its color

Game2 Activity 3 - Organize by item

game6-1.html

* sort item into the empty box

Game 2 Activity 4 - Copy the sequence

game4-1-2.html

* copy the sequence into the 4 empty boxes

Game 2 Activity 5 - Complete the sequence

game5-1.html

* generate a sequence with 1 type of object and 1 empty slot

game5-2.html

* generate a sequence with 2 type of object and 2 empty slot

game5-3.html

* generate a sequence with 3 type of object and 3 empty slot

Note

* <https://draeton.github.io/stitches/> is used to create spritesheet for images
* Phaser game engine/framework is used
  + Preload and Create functions are written under window.onload function
    - Preload function
      * Load all images / scale the game
    - Create function
      * Add sprite to image
      * Enable input of sprite
      * Add event like onDragStart, onDragStop, onDragUpdate, onButtonPress, onButtonRelease

Extra Information on Index.html

Index.html combines the PACK\_MOONROCKS activity 1 already in index.html with the CHARGE\_SPACESHIP activity 2 from app5.html

NOTE:

The variable name changes below:

Goal is the rectangle that frames the target number.

Box is the either the rectangle (activity 1) where the moon rocks or battery where the crystals (activity 2) are moved to.

var activity, initially 0, is used to keep track of the current activity.

Using a switch that checks against activity we are able to run the code pertaining to the current activity.

Things that may need changing:

* the way the value of activity is changing. Currently in changeActivity, activity increments by 1 ( activity++).
* may want to move the code from the changeActivity function into the create function and delete the changeActivity function.
* may want to use Phasere's physics properies to make use of a sprite overlapping function.