

# Web Games

## Week 8 - Mobile Controls & Object Families



# Objectives



- Learn how to implement mobile controls
- Streamline events with 'families'
- Work on playable prototype projects



# 1. Mobile Controls

# Mobile Controls



- Web games can be accessed on (almost) any browser
- Consider how mobile players can play your game
- Platform Info object can check which platform user is on
- Browser object can check device orientation



## 2. Object Families



# Object Families

- Groups of object types
- Objects must be from the same plugin (e.g. all sprites)
- Families help avoid repeating events
- Objects in families can share behaviours and instance variables
- Can still have conditions that affect single object types within a family



→ Laser	On collision with <b>BladeEnemy</b>	BladeEnemy	Destroy
		Laser	Destroy
		Add action	Add...
→ Laser	On collision with <b>BugEnemy</b>	BugEnemy	Destroy
		Laser	Destroy
		Add action	Add...
→ Laser	On collision with <b>CrescentEnemy</b>	CrescentEnemy	Destroy
		Laser	Destroy
		Add action	Add...
→ Laser	On collision with <b>FighterEnemy</b>	FighterEnemy	Destroy
		Laser	Destroy
		Add action	Add...
→ Laser	On collision with <b>SaucerEnemy</b>	SaucerEnemy	Destroy
		Laser	Destroy
		Add action	Add...
→ Laser	On collision with <b>ScytheEnemy</b>	ScytheEnemy	Destroy
		Laser	Destroy
		Add action	Add...
→ Laser	On collision with <b>SlicerEnemy</b>	SlicerEnemy	Destroy
		Laser	Destroy
		Add action	Add...

VS

→ Laser	On collision with <b>Enemies</b>	Enemies	Destroy
		Laser	Destroy
		Add action	Add...



# Related Concepts

- Containers
  - Can create 'composite' objects
  - Treats independent objects as if they were one
  - [Docs](#)
- Templates
  - Help with managing larger projects
  - Can use one object as a 'base' template to create replicas from
  - [Docs](#)

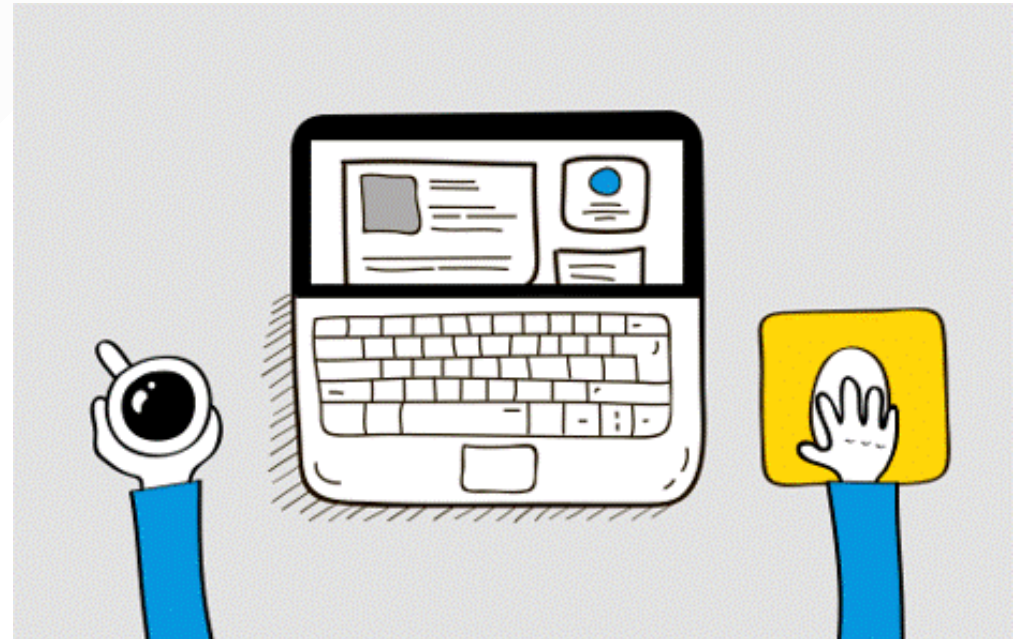


# Break

# Project Development



Use the remainder of the session for project development and getting started on your playable prototypes.



# Up Next...

## Saving and Loading