

Get these  
files

[http://josephrogermoore.com/hyrule\\_json/](http://josephrogermoore.com/hyrule_json/)

WHAT?

# JSON

JavaScript Object Notation

## Data Exchange

(database like info)

Easy for machines to parse  
and generate.

Easy for a human to read  
and write.

W H Y ?

# WHY?

Good with boring data,  
like...

Character attributes

Inventory

Complex structures

HOW?

# JSON Syntax

```
{ "key": "value", }
```

# JSON Syntax

```
var json = {  
    attribute1 : "value",  
    attribute2 : 0,  
    attribute3 : false,  
    attribute4 : {},  
    "attribute-a" : "value"
```



# What's it used for?

APIs

Custom Data

Mongo DB

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APIs

Custom Data

Mongo DB

# Real JSON

<http://puppygifs.tumblr.com/api/read/json>

**Untested, but  
should work**

[http://ANY-TUMBLR-YOU-LIKE.tumblr.  
com/api/read/json](http://ANY-TUMBLR-YOU-LIKE.tumblr.com/api/read/json)

# Real JSON

<http://jsonlint.com>

# Mongo DB

That's not me.

(yet)

Custom Data

Battle for  
Hyrule!

Map based strategy

Battle Engine

# Battle Engine

```
var fighter = {  
    name = "Hylvian Soldier",  
    health = 100,  
    strength = 20,  
    speed = 70,  
    land = 100,  
    water = 50,  
    air = 70  
    image
```

```
}
```

# Strategy Game

```
var fighter = {  
    name : "Bokoblin",  
    health : 80,  
    strength : 20,  
    speed : 80,  
    land : 90,  
    water : 70,  
    air : 60,  
    type : "goblin"
```

