**Tsato Game**

**Index.html**

<!doctype html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<title>Phaser - Making your first game, part 2</title>

<script type="text/javascript" src="js/phaser.min.js"></script>

<script type="text/javascript" src="js/boot.js"></script>

<script type="text/javascript" src="js/preload.js"></script>

<script type="text/javascript" src="js/menu.js"></script>

<script type="text/javascript" src="js/play.js"></script>

<script type="text/javascript" src="js/win.js"></script>

<script type="text/javascript" src="js/lose.js"></script>

<script type="text/javascript" src="js/game.js"></script>

<style type="text/css">

body {

margin: 0;

}

</style>

</head>

<body>

</body>

</html>

**Play.js**

playGame={

create:function(){

game.add.image(0,0,'bg');

platform = game.add.sprite(0,0,'platform');

platform.scale.x=2;

game.physics.arcade.enable(platform);

platform.body.immovable=true;

ai = game.add.sprite(350,50,'ai');

ai2 = game.add.sprite(350,200,'ai2');

player = game.add.sprite(350,500,'player');

player.scale.x=2;

btnfire = game.add.button(680,400,'fire',this.pushRight);

player.animations.add('player',[3,2,1,0,4,3],24,false);

ai.animations.add('ai',[2,0,1],9,true);

ai2.animations.add('ai2',[2,0,1],9,true);

game.physics.arcade.enable(ai);

ai.body.collideWorldBounds = true;

ai.body.velocity.x=-432;

ai.body.bounce.x=1;

game.physics.arcade.enable(ai2);

ai2.body.collideWorldBounds = true;

ai2.body.velocity.x=283;

ai2.body.bounce.x=1;

life = game.add.text(50,10,'Life: 3',{fill:"black"});

score = game.add.text(650,10,'Score: 0',{fill:"black"});

bestScore = game.add.text(600,40,'High Score: '+this.retrieveBest(),{fill:"black"});

buttonPlay = game.add.button(0,0,'play',this.play);

this.createTsatos(3000);

tsato = game.add.group();

tsato.enableBody = true;

// dito na magplaplay yung bg music pero yung iba sa player.kill() nakalagay

yaymusic = game.add.audio('yay');

boomusic = game.add.audio('boo');

bgmusic = game.add.audio('bgMusic');

bgmusic.play();

this.loopAudio(14000);

},

update:function(){

game.physics.arcade.overlap(platform,tsato,this.scoreTsato);

game.physics.arcade.overlap(ai,tsato,this.killTsato);

game.physics.arcade.overlap(ai2,tsato,this.killTsato2);

if(keyboard.right.isDown){

player1.body.velocity.x=270

}

else{

ai.animations.play('ai')

ai2.animations.play('ai2')

}

},createTsatos:function(time){

setInterval(function(){

},300)

},

play:function(){

buttonPlay.destroy();

},

// dito yung function para mag loop yung bgmusic

loopAudio:function(time){

setInterval (function (){

bgmusic.play();

},time);

},

pushRight:function(){

tsatos = tsato.create(player.position.x+100,player.position.y-100,"tsato");

tsatos.animations.add('play',[0,1,2,3,4],50, true);

tsatos.body.velocity.y=-750;

tsatos.animations.play('play');

player.animations.play('player');

// dito magsstop yung music.

// boomusic.stop();

// yaymusic.stop();

},

scoreTsato:function(platform,tsatos){

tsatos.kill();

a = a + 1;

score.text='Score :'+a;

// dito magplaplay yung effect pag naka score

yaymusic.play();

if(a==5){

ai.body.velocity.x=500;

ai2.body.velocity.x=550;

}

else if(a==10){

ai.body.velocity.x=800;

ai2.body.velocity.x=650;

}

else if(a==15){

ai.body.velocity.x=900;

ai2.body.velocity.x=1050;

}

},

killTsato:function(ai,tsatos){

tsatos.kill();

b = b - 1;

life.text='Life :'+b;

// dito mag plaplay pag minus life

boomusic.play();

if(b==0){

player.kill();

btnfire.destroy();

ai.animations.stop();

ai.body.velocity.x=0;

ai.body.bounce.x=0;

ai2.animations.stop();

ai2.body.velocity.x=0;

ai2.body.bounce.x=0;

goButton = game.add.button(100,197,'gameover',this.overgame);

if(this.retrieveBest() <= a){

localStorage.setItem("gameStorage",a);

}

}

},

killTsato2:function(ai2,tsatos){

tsatos.kill();

b = b - 1;

life.text='Life :'+b;

// dito mag plaplay pag minus life

boomusic.play();

if(b==0){

player.kill();

btnfire.destroy();

ai.animations.stop('ai');

ai.body.velocity.x=0;

ai.body.bounce.x=0;

ai2.animations.stop('ai2');

ai2.body.velocity.x=0;

ai2.body.bounce.x=0;

goButton = game.add.button(100,197,'gameover',playGame.overgame);

if(playGame.retrieveBest() <= a){

localStorage.setItem("gameStorage",a);

}

}

},

retrieveBest:function(){

return ((localStorage.getItem("gameStorage") != null) || (localStorage.getItem("gameStorage") != ""))?localStorage.getItem("gameStorage"):0;

},

overgame:function(){

window.location.href=window.location.href;

}

}

**Preload.js**

preloadGame = {

preload : function (){

game.load.image('bg','img/sky.png');

game.load.image('play','img/play.jpg');

game.load.image('parallax','img/play.png');

game.load.image('fire','img/fire.png');

game.load.image('platform','img/platform.png');

game.load.spritesheet('player','img/player.png',100,100);

game.load.spritesheet('tsato', 'img/tsato.png',100,100);

game.load.spritesheet('ai', 'img/ai.png',100,100);

game.load.spritesheet('ai2', 'img/ai.png',100,100);

game.load.image('gameover', 'img/overgame.jpg');

// ito yung mga music mag download kna lng ng music at palitan mu yung anjan

game.load.audio('bgMusic', 'audio/bgHappy.mp3');

game.load.audio('yay', 'audio/score coin.mp3');

game.load.audio('boo', 'audio/Ouch.mp3');

},

create: function(){

game.state.start('menu');

}

}

**Menu.js**

menuGame = {

create:function(){

bg = game.add.image(0,0,"bg")

menuText = game.add.text(game.width/2-50,game.height/3-50,"Menu",{"fill":"pink"});

menuText.scale.x = 3;

menuText.scale.y = 3;

playText = game.add.text(game.width/2-50,game.height/2,"Play",{"fill":"pink"});

button = game.add.button(340,350,'parallax',this.parallax);

},

update:function(){

if(keyboard.up.isDown){

game.state.start('play');

}

},

parallax:function(){

game.state.start('play');

}

}

**Game.js**

var buttonPlay;

var platform, player, tsato, tsatos, ai, ai2;

var score, bestScore, life, line, pointer, move, retrieveBest, scoreTsato;

var a = 0, b = 3;

var goButton;

var bgmusic, loopAudio, boomusic, yaymusic;

var game = new Phaser.Game(800,600, Phaser.CANVAS, '');

game.state.add('boot',bootGame);

game.state.add('preload',preloadGame);

game.state.add('menu',menuGame);

game.state.add('play', playGame);

game.state.add('win', winGame);

game.state.add('lose',loseGame);

game.state.add('game', game);

// Now start the Boot state.

game.state.start('boot');

**Boot.js**

bootGame={

create:function(){

game.physics.startSystem(Phaser.Physics.ARCADE);

game.scale.scaleMode = Phaser.ScaleManager.EXACT\_FIT;

game.scale.pageAlignHorizontally = true;

game.scale.pageAlignVertically = true;;

game.scale.setScreenSize = true;

// game.world.setBounds(0,0,bounds,0);

game.stage.backgroundColor = "#ffccff";

keyboard = game.input.keyboard.createCursorKeys();

game.state.start('preload');

}

}

**Win.js**

winGame={

create:function(){

},

update:function(){

}

}

**Lose.js**

loseGame={

create:function(){

},

update:function(){

}

}