

Uvod igre uz Phaser.js

Ljetna škola programiranja

Particle Emitter

1. In game.js file, load images that are in assets/particle folder, just pass name of each image.
2. In create method, add particle emitter.
3. Pass particles for emitter. That is image that is going to be used for emitter.
4. In Player.js file, start emitter.
5. Add min and max particles speed.
6. Set emitting position and add appropriate offset. Try running game after this step.



Explosions

7. Pass correct width, height and frame number for explosion
8. Add create explosion method which takes two parameters, x and y for position.
9. Implement create explosion method, create new explosion and sprite for it. Push explosion to explosions array.
10. In Explosion.js file , pass parameters to add method.
11. Add onComplete event to explosion method. Event should take this.finishedPlayingAnimation and this as parameters.

12. Set active property to false and destroy sprite.
13. Add playExplosion method to prototy for animation and implement method.
14. In game.js file, playerEnemyCollision function , call create explosion and pass enemySprite x and y as parameters.
15. Create explosion, pass enemy position parameters.
16. Add code to remove inactive explosions from array.



Health Bar

17. In Bar.js file , create setBarColor method and use fill method to set tooltip color.
18. Create setBarPosition method and modify sprite position inside method.
19. Create setBarWidth method and modify sprite width inside method. Create another one called setBarHeight.
20. Add health bar property to player and initialize new bar
21. Inside playerEnemyCollision method, check if health bar is not null, if so , change width off player health bar.



Score

- 22. In game.js file, score text has already been loaded in preload method. Create score property to keep track of current score.
- 23. bulletEnemyCollision. Increment score by 10.
- 24. playerEnemyCollision. Decrement score by 10.



Hvala 😊

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<http://phaser.io/>

<https://github.com/luka712/PhaserDemo/tree/dayone>

<https://gamedevacademy.org/free-ebook-game-development-for-human-beings/?a=13>

<https://gamedevacademy.org/category/tutorials/html5-gamedev-phaser/>

