

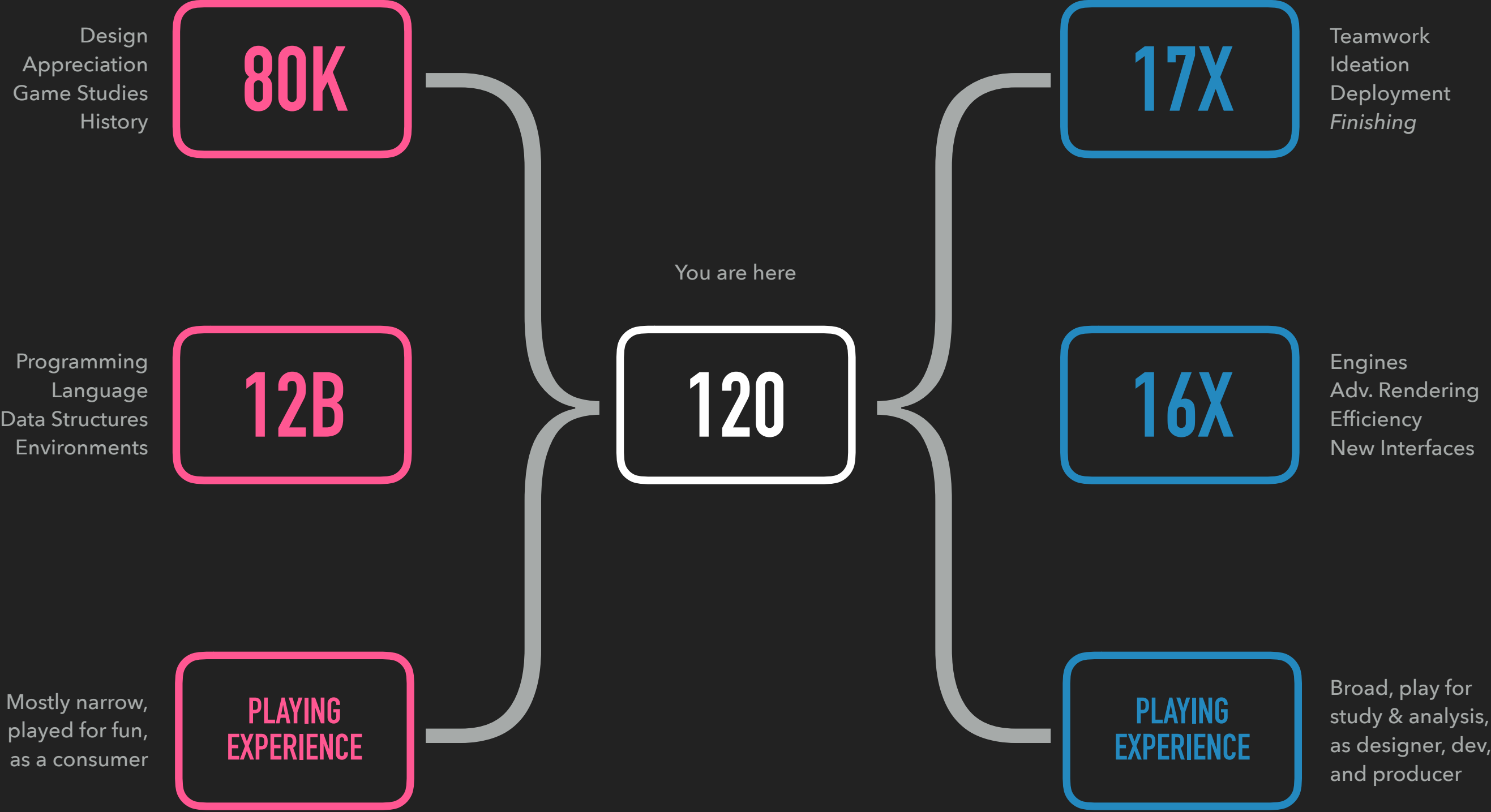
CMPPM 120

GAME DEVELOPMENT

EXPERIENCE The word 'SUMMER' is rendered in a stylized, hand-drawn font. The letters are white with a thick blue outline. The bottom half of the letters is filled with a yellow-to-orange gradient, giving it a glowing, sun-like appearance. The text is slightly slanted and has a rough, textured edge.

#SQUADGOALS

- ▶ Learn and practice the basic principles of game programming using a structured framework
- ▶ Eliminate some of the headaches of low-level implementation so we make ideas into working prototypes
- ▶ Learn how technology and teamwork affect game design
- ▶ Discover Nathan's favorite snacks/presents 🍌



```
VAR ENVIRONMENT = {  
  code: [ "HTML5", "CSS", "JS" ],  
  framework: "Phaser",  
  collaboration: [ "git", "GitHub" ],  
  editor: [ "Sublime Text", "Brackets", "etc" ],  
  server: [ "python", "node.js" ]  
};
```



Desktop and Mobile HTML5 game framework

A fast, free and fun open source framework for Canvas and WebGL powered browser games.

DOWNLOAD & GET STARTED
Download or Fork via Github

2.8.1



PHASER FEATURES

WEBGL & CANVAS

PRELOADER

PHYSICS

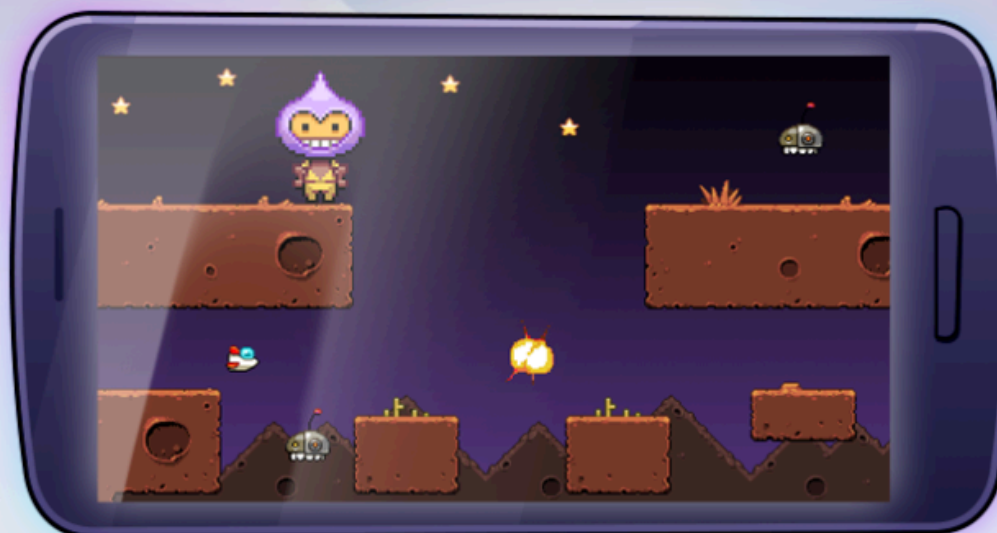
SPRITES

GROUPS

ANIMATION

PARTICLES

CAMERA



INPUT

SOUND

TILEMAPS

DEVICE SCALING

PLUGIN SYSTEM

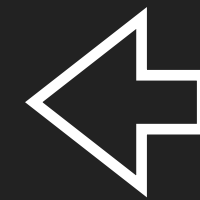
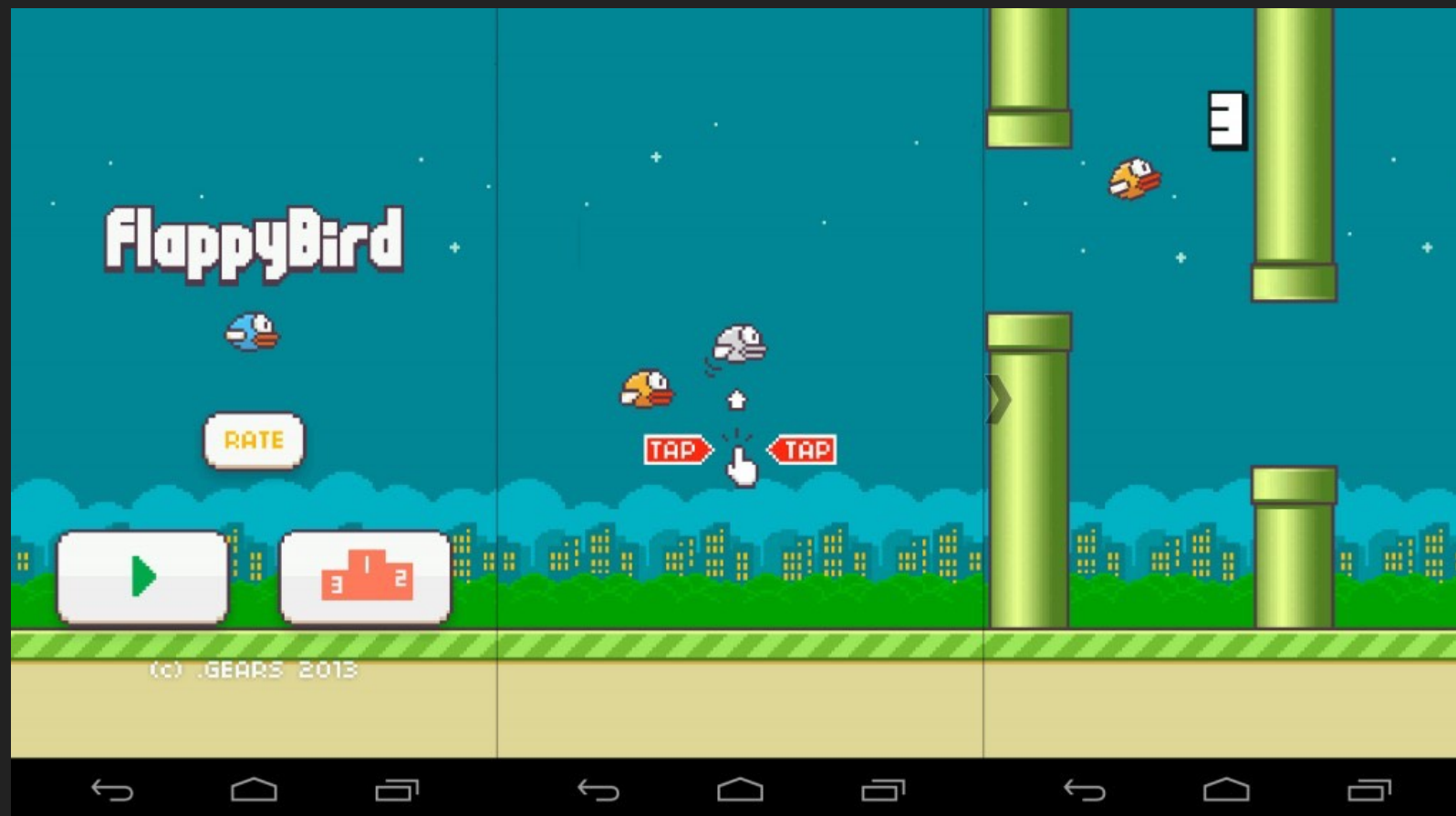
MOBILE BROWSER

DEVELOPER SUPPORT

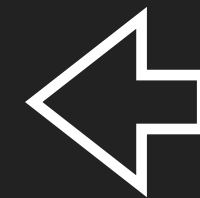
BATTLE TESTED

WHY PHASER?

- ▶ FREE!
- ▶ Fast!
- ▶ Actively supported and documented
- ▶ Well-structured and (generally) genre-agnostic
- ▶ Gives us lots of complex behaviors “for free” (e.g., game loop, state management, physics, etc.)
- ▶ Lots of community resources
- ▶ Used in high-quality, actual, real-life games



OK



nope

[Your game's scope]

ambitiously small

mechanic-centric

well-structured

expressive

idea-driven

achievable

2D :)



HONEY DUNK

“EW, JAVASCRIPT IS A BABY
LANGUAGE FOR BABIES AND
I’D PREFER TO CODE IN...”

A Sergey Wince Prevetsky

“BUT I HEARD JAVASCRIPT
ISN'T EVEN OBSOLETE YET
COOL STORY
PROGRAMMING, SO...

Ye, Still Wise

THE PACE OF THINGS

Remember: we all move at different speeds and have different needs.

SCHEDULE OVERVIEW

Week 1: HTML & JavaScript

Week 2: Phaser & Game Loops

Week 3: Managing States & Assets

Week 4: Input, Collision, & Collaboration

Week 5: Particles, Prefabs, & Camera

Week 6: Tilemaps & Project Management

Week 7: Time, P2 Physics, & Audio

Weeks 8-10: CSS, Text, & Open Labs

EXCLUSIVE SUMMER SLIDE!

- ▶ Smaller class = less group help, fewer team choices
- ▶ Smaller class = more focused attention
- ▶ Longer class = slightly different pacing
- ▶ Longer class = more hands-on time in class
- ▶ Computer labs are not officially scheduled
- ▶ I AM YOUR SOLE GRADER

**IMPORTANT: I DON'T HAVE THE
ANSWERS TO ALL ASPECTS
OF GAME PROGRAMMING**



POLICIES & EXPECTATIONS

ATTENDANCE

It's three hours of your week, and you are paying to be here.

LATENESS (YOU & YOUR WORK)

You being late is a distraction. Your work being late is logistically difficult.

LAPTOPS, PHONES, ETC.

Please minimize your distractions and observe the Golden Rule.

READINGS & TUTORIALS

Some are optional, some are not. Please read carefully.

COLLABORATION & HELP

It's OK to seek help, but make sure you don't shortcut your own programming.

GRADING

25%: Participation & Small Programming Assignments

25%: Endless Runner Project

50%: Final Game

01%: Individual Armed Combat

DISABILITY RESOURCES

Please let me know how to help accommodate you.

LIVE CODING?

For time's sake, I'll try to keep it minimal.



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Course Syllabus

[Jump to Today](#)[Edit](#)

The syllabus page shows a table-oriented view of the course schedule, and the basics of course grading. You can add any other comments, notes, or thoughts you have about the course structure, course policies or anything else.

To add some comments, click the "Edit" link at the top.

Course Summary:

Date

Details

< April 2017 >						
26	27	28	29	30	31	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	1	2	3	4	5	6

Course assignments are not weighted.

[canvas.ucsc.edu]



RESPECT & HONESTY

A reciprocal operation.

I'M EXCITED YOU'RE HERE!

Any questions?