

## Setting up local environment and hosting game online



### What is our GOAL for this MODULE?

We used the knowledge of javascript libraries and github to host an online game.

### What did we ACHIEVE in the class TODAY?

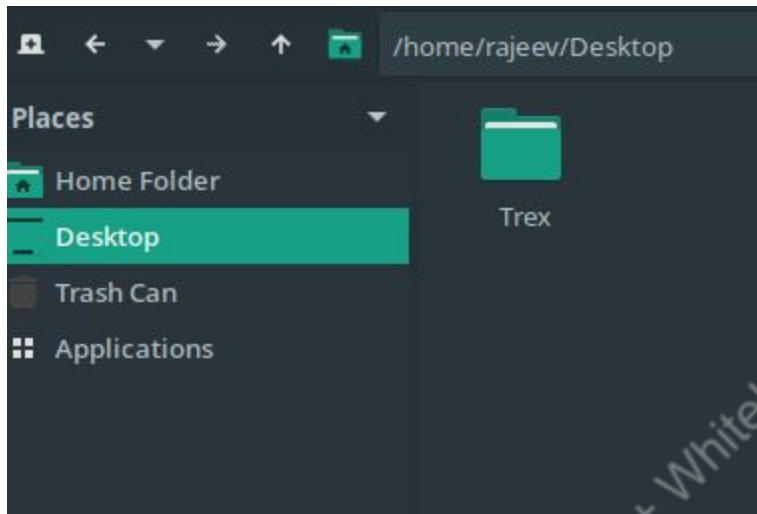
- Explored the role of html, css and javascript in the design for a web page which can host the game page.
- Learned about javascript libraries and how to use them within our code.
- Set up a local environment to write and test code using javascript.
- Hosted online game on Github

### Which CONCEPTS/ CODING BLOCKS did we cover today?

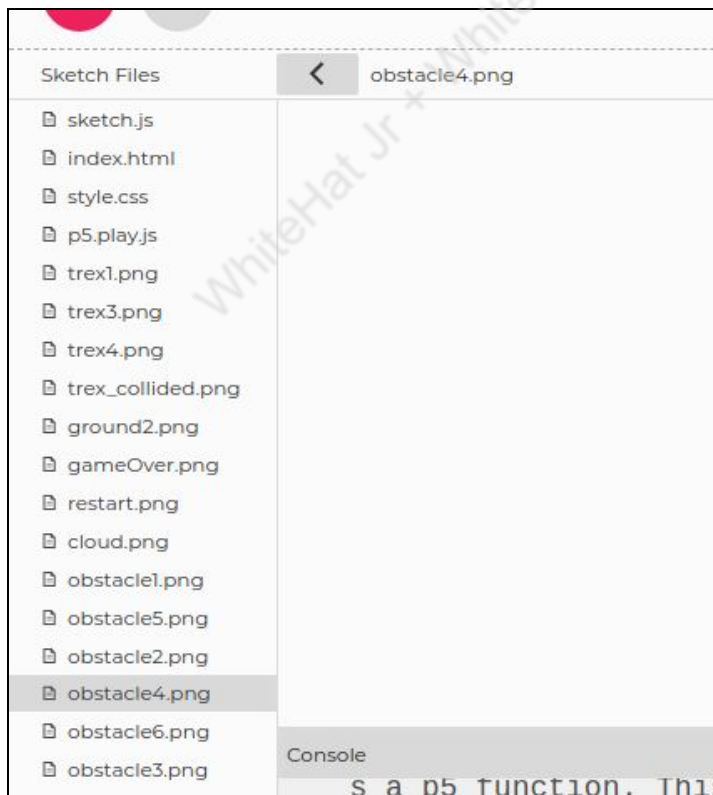
- Javascript libraries
- Github pages

### How did we DO the activities?

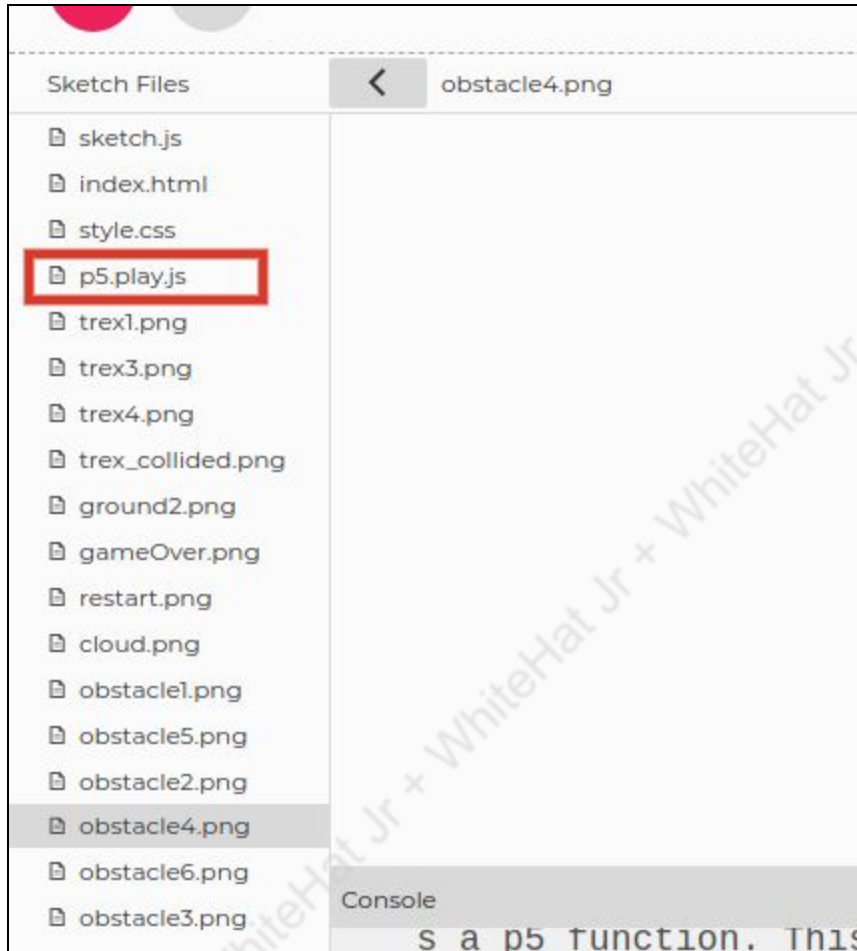
1. Create a local Trex folder on local machine.



- We identified the files we used in the to create the trex game.



2. We saw the usage of the javascript libraries. We saw the usage of the p5.play.js library.



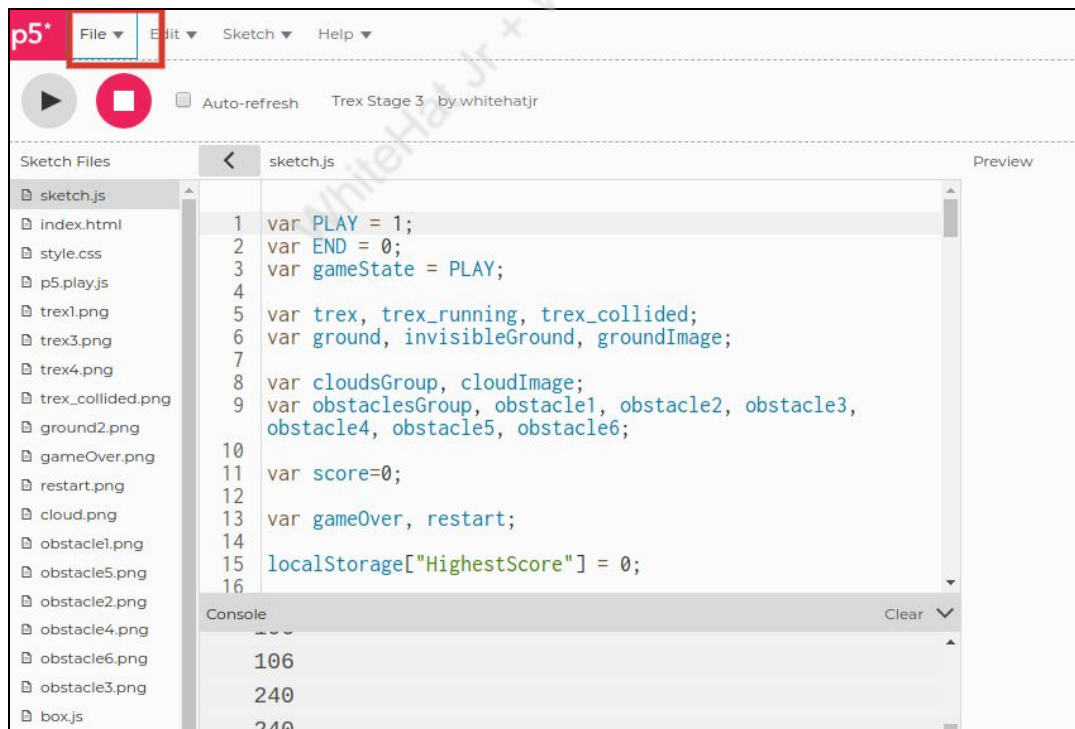
- We saw that using pre written libraries makes writing programs and making applications faster.
- We tell the computer to use the library by passing the code in between the script tags in the index.html file as it loads first.

```






















< index.html
3   <head>
4     <script
src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.8.0/p5
.js"></script>
5     <script
src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.8.0/ad
dons/p5.dom.min.js"></script>
6     <script
src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.8.0/ad
dons/p5.sound.min.js"></script>
7   <script src="./p5.play.js"></script>
8     <link rel="stylesheet" type="text/css"
href="style.css">
9     <meta charset="utf-8" />
10
11   </head>
12   <body>
13     <script src="sketch.js"></script>
14   </body>
15 </html>
16

```

3. Recreate the files in the local machine. Download the zip folder and then unzip it.



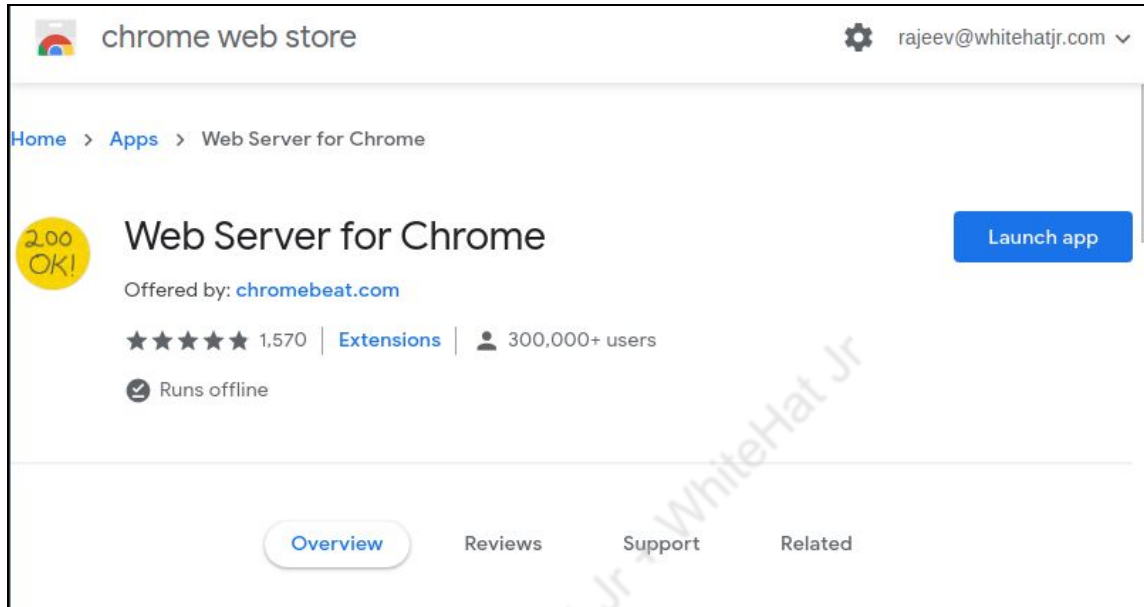
- Unzip the files to check what the folder contains.

Filename	Original Size
 p5.dom.min.js	2189
 p5.sound.min.js	1486
 p5.js	3095
 sketch.js	4597
index.html	351
 style.css	71
 box.js	0
 test.txt	0
 trex1.png	4740
 trex3.png	4755
 ground2.png	1333
 trex_collided.png	6828
 trex4.png	4649
 cloud.png	987
 restart.png	5085
 obstacle2.png	7306
 gameOver.png	2115
 obstacle5.png	9284
 obstacle1.png	3717
 obstacle6.png	9611
 obstacle3.png	8382
 obstacle4.png	5104

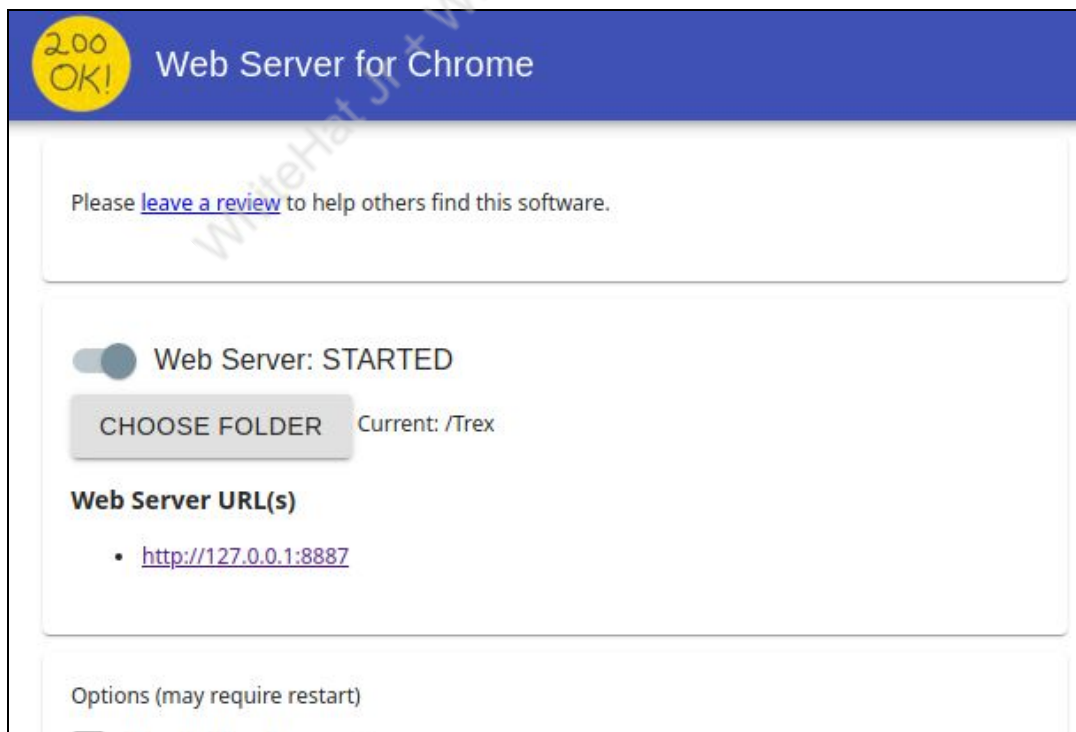
- Then copy the files inside the Trex folder.



4. Host the files on the server to run the game. We can use the browser to host our file. We saw the chrome plugin 200 OK which turns the browser on the server to host our files.

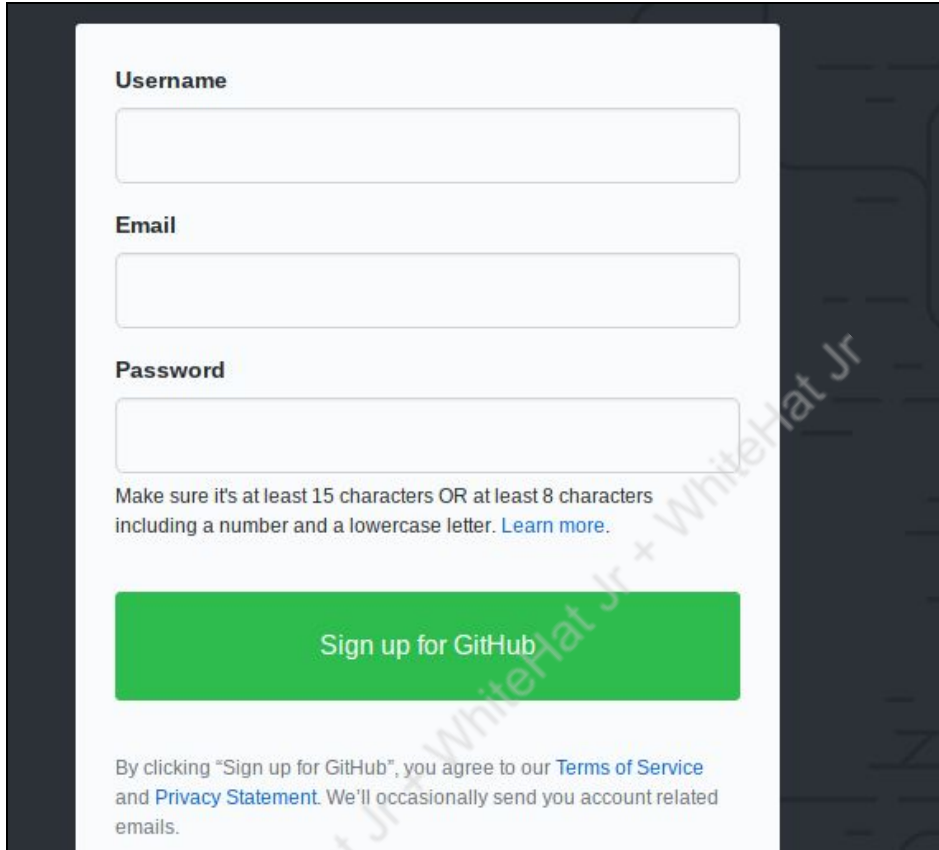


- Launch the app and point it to the folder which has the trex files.





- We opened the project folder in the editor so that we can make changes to code .
- We used github pages to host our project.



The image shows the GitHub sign-up form. It has three input fields: Username, Email, and Password. Below the Password field is a note: "Make sure it's at least 15 characters OR at least 8 characters including a number and a lowercase letter. [Learn more.](#)". There is a large green button labeled "Sign up for GitHub". At the bottom, there is a disclaimer: "By clicking 'Sign up for GitHub', you agree to our [Terms of Service](#) and [Privacy Statement](#). We'll occasionally send you account related emails."

**Username**

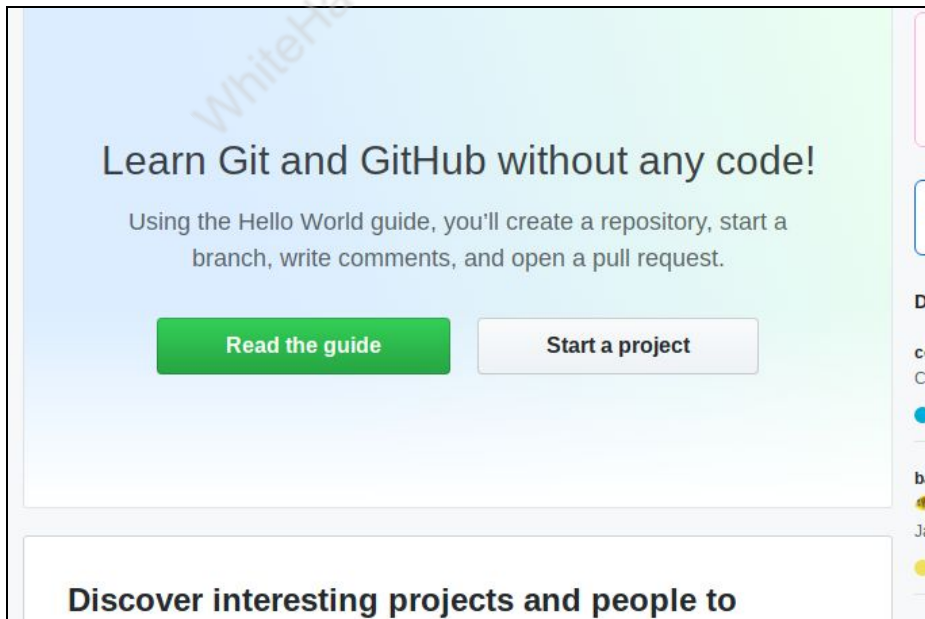
**Email**

**Password**

Make sure it's at least 15 characters OR at least 8 characters including a number and a lowercase letter. [Learn more.](#)

**Sign up for GitHub**

By clicking "Sign up for GitHub", you agree to our [Terms of Service](#) and [Privacy Statement](#). We'll occasionally send you account related emails.



The image shows the GitHub Learning Lab landing page. It has a light blue and green gradient background. The main heading is "Learn Git and GitHub without any code!". Below it is a subheading: "Using the Hello World guide, you'll create a repository, start a branch, write comments, and open a pull request." There are two buttons: "Read the guide" (green) and "Start a project" (grey). At the bottom, there is a section titled "Discover interesting projects and people to".

**Learn Git and GitHub without any code!**

Using the Hello World guide, you'll create a repository, start a branch, write comments, and open a pull request.

**Read the guide** **Start a project**

**Discover interesting projects and people to**





5. Create a new github file and upload the trex code to it.

### Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository](#).

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**Owner**      **Repository name \***

 whitehatjr / trex 

Great repository names are short and memorable. Need inspiration? How about **super-umbrella**?

**Description (optional)**

Chrome's trex game created using p5.play

---


☒ **Public**  
Anyone can see this repository. You choose who can commit.

☐ **Private**  
You choose who can see and commit to this repository.

---

Skip this step if you're importing an existing repository.

☒ **Initialize this repository with a README**  
This will let you immediately clone the repository to your computer.

Add .gitignore: **None**      Add a license: **None** 

---


**Create repository**


Chrome's trex game created using p5.play Edit



Manage topics

1 commit      1 branch      0 releases      1 contributor

Branch: master      New pull request      Create new file      **Upload files**      Find File      Clone or download

 whitehatjr Initial commit      Latest commit 1b55a9a now

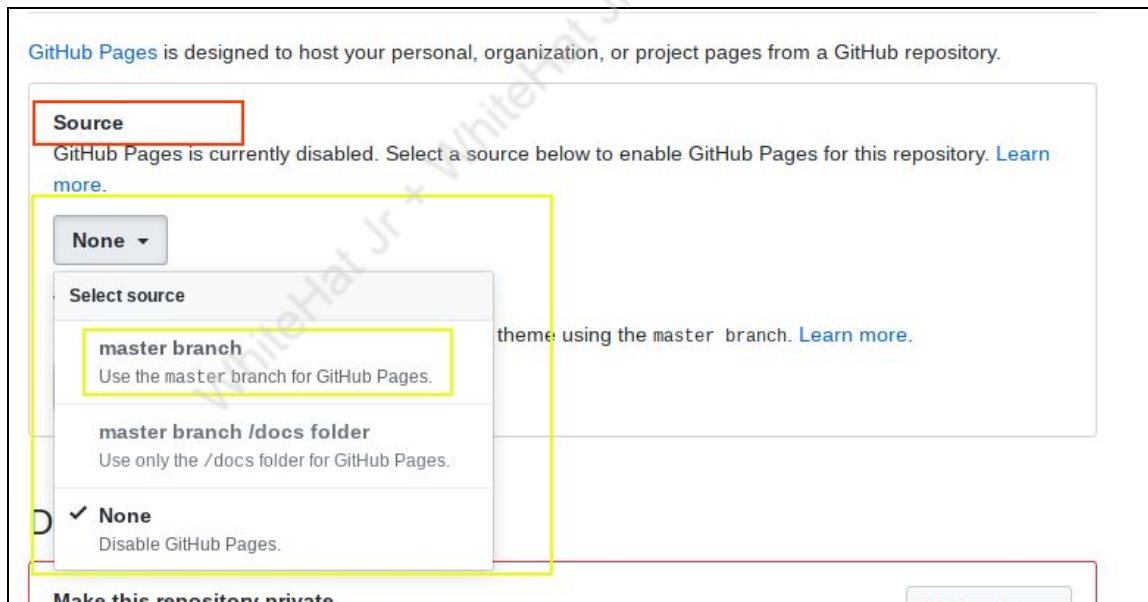
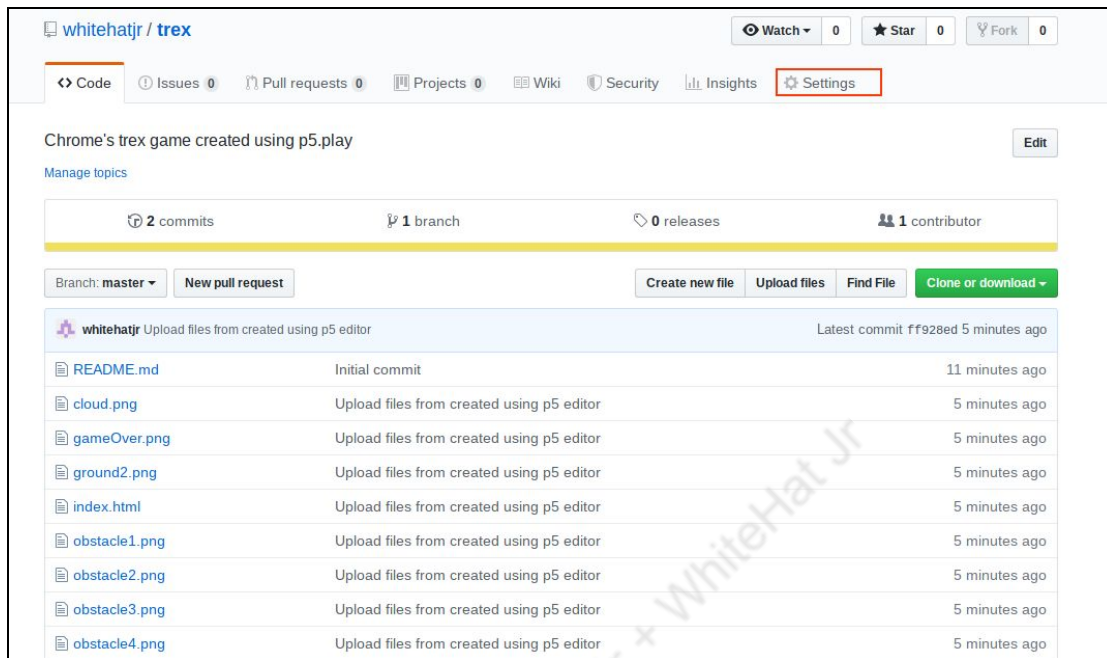
 README.md      Initial commit      now

 README.md 

## trex

Chrome's trex game created using p5.play

- Then we hosted the projects files using the github pages.



## GitHub Pages

GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

Your site is ready to be published at <https://whitehatjr.github.io/trex/>.

**Source**  
Your GitHub Pages site is currently being built from the master branch. [Learn more.](#)

master branch ▾

**Theme Chooser**  
Select a theme to publish your site with a Jekyll theme. [Learn more.](#)

Choose a theme

```
37
38 function setup() {
39   createCanvas(600, 500);
40
41   var message = "This is a message";
42   console.log(message);
43
44   trex = createSprite(50, 380, 20, 50);
45
46   trex.addAnimation("running", trex_running);
47   trex.addAnimation("collided", trex_collided);
48
49
50   trex.scale = 0.5;
51
52   ground = createSprite(200, 380, 400, 20);
53   ground.addImage("ground", groundImage);
54
55   console.log("your code is already using that name as a variable. You may want to use a different name for this variable.")
56 }
```

### What's next?

We will learn to write the complete code on the local machine.