# 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
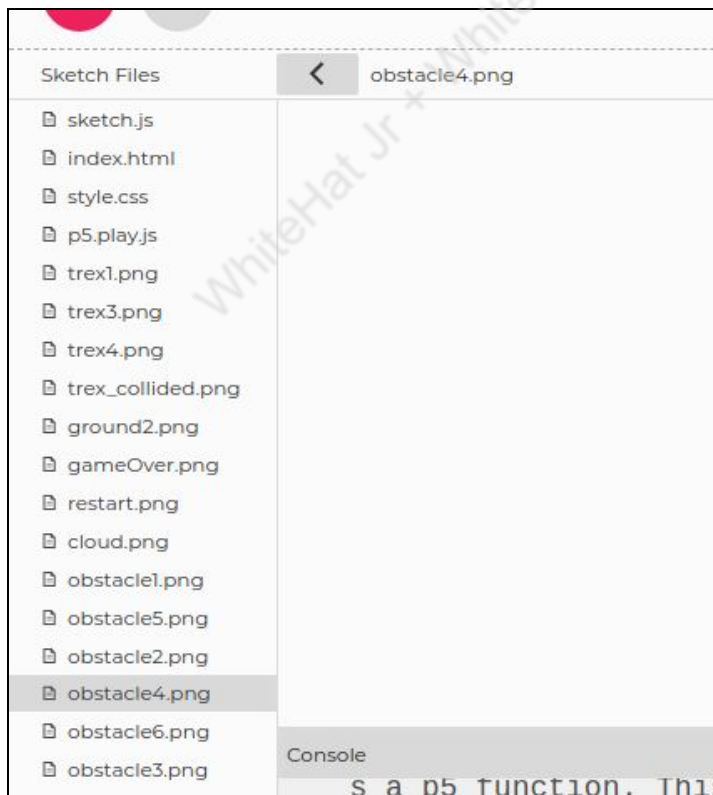
## Which CONCEPTS/ CODING BLOCKS did we cover today?
- Javascript libraries
- Github pages

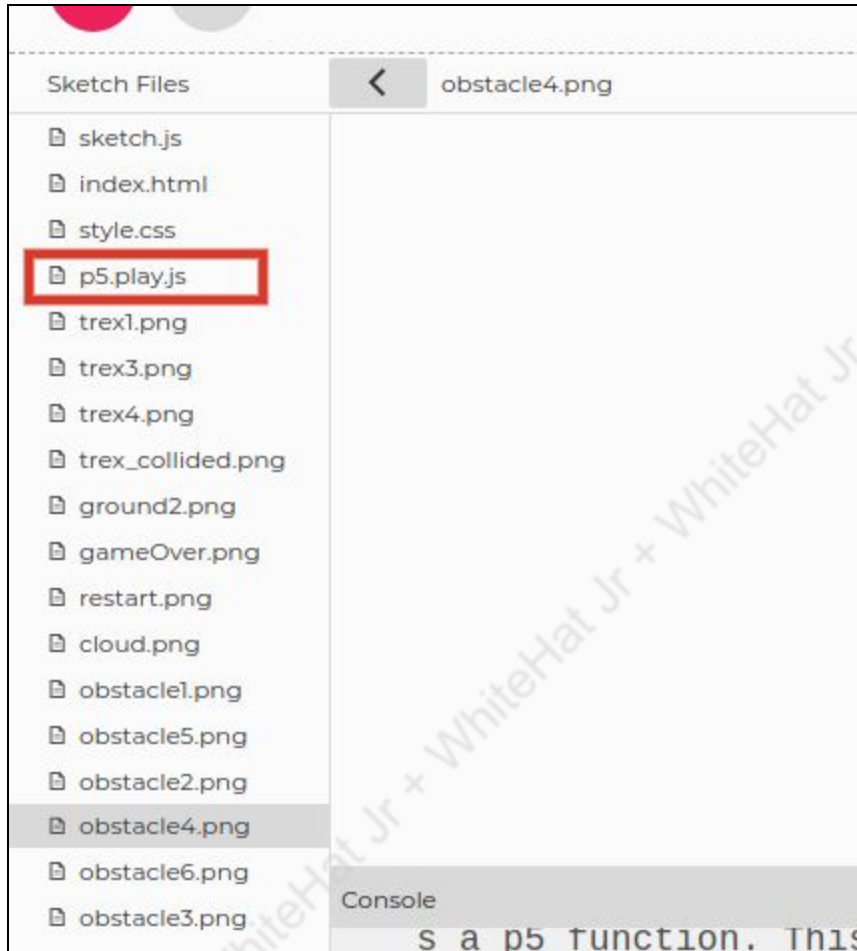## How did we DO the activities?

1. Create a local Trex folder on local machine.
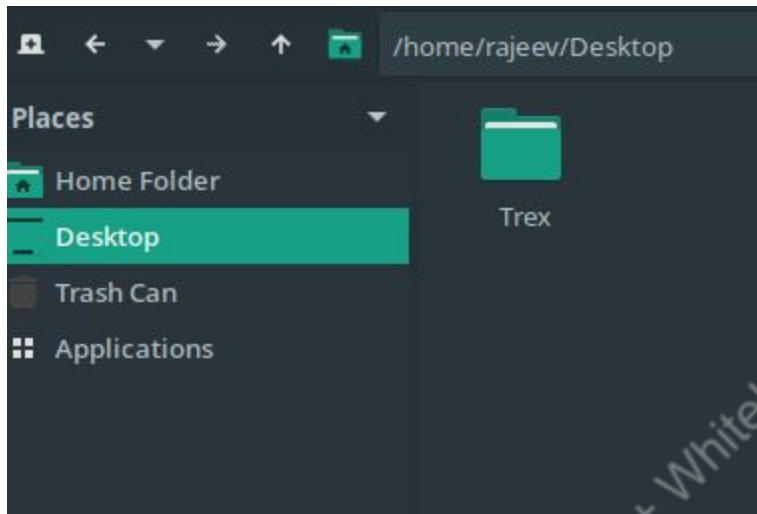


- We identified the files we used in the to create the trex game.

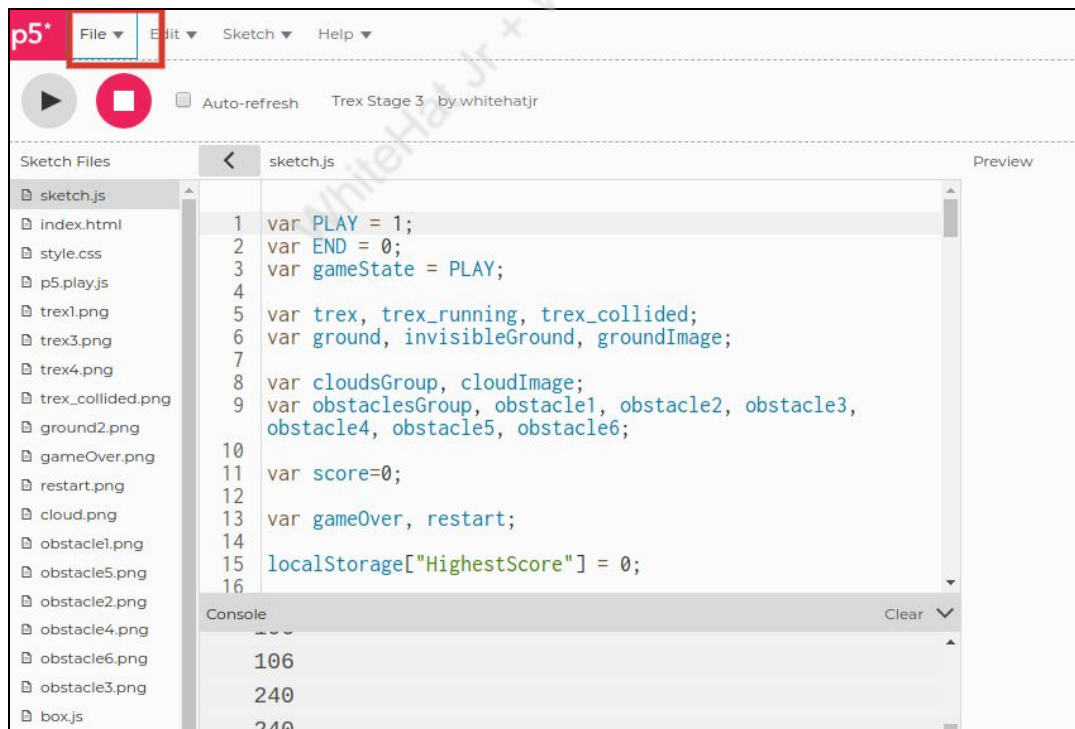2. We saw the usage of the javascript libraries. We saw the usage of the p5.play.js library.



- 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.



```
1   var PLAY = 1;
2   var END = 0;
3   var gameState = PLAY;
4
5   var trex, trex_running, trex_collided;
6   var ground, invisibleGround, groundImage;
7
8   var cloudsGroup, cloudImage;
9   var obstaclesGroup, obstacle1, obstacle2, obstacle3,
    obstacle4, obstacle5, obstacle6;
10
11  var score=0;
12
13  var gameOver, restart;
14
15  localStorage["HighestScore"] = 0;
16
```

Console                                    Clear ∨
```
106
240
240
```

● Unzip the files to check what the folder contains.

| Filename | Origin |
|---|---|
| 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.
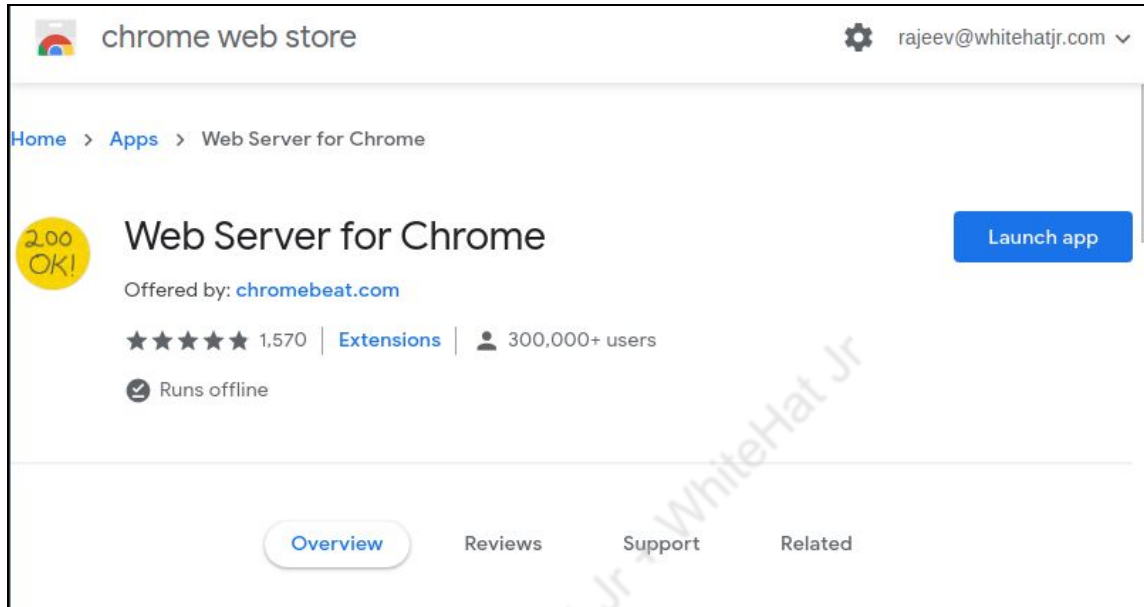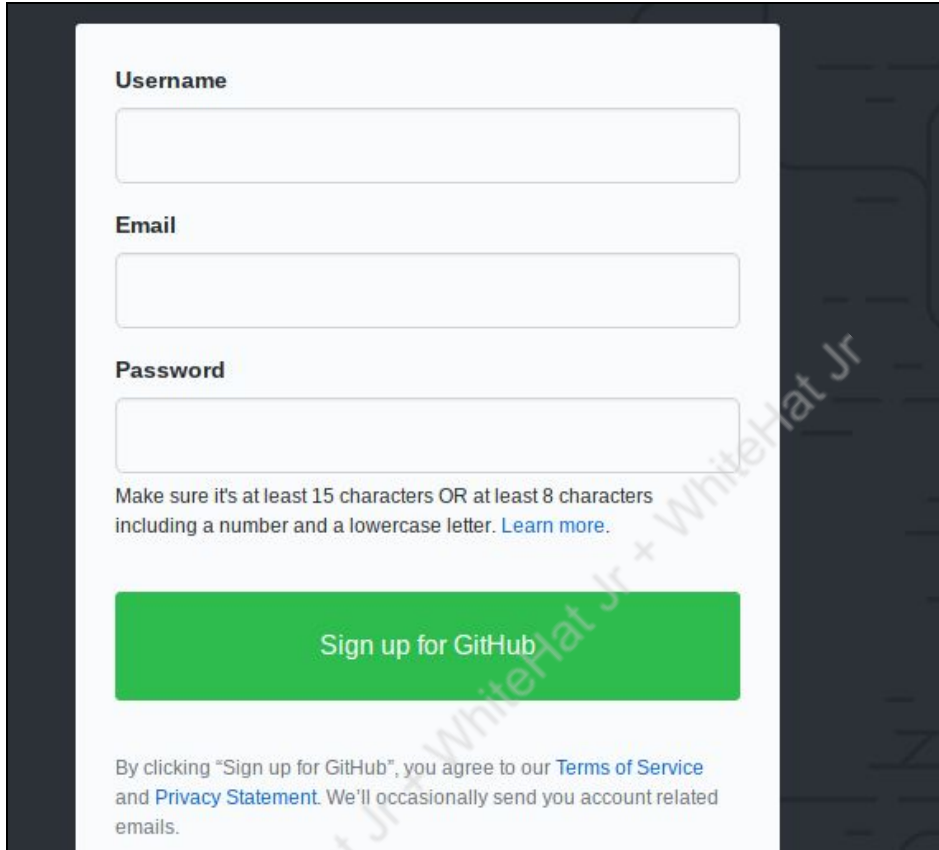


- Launch the app and point it to the folder which has the trex files.
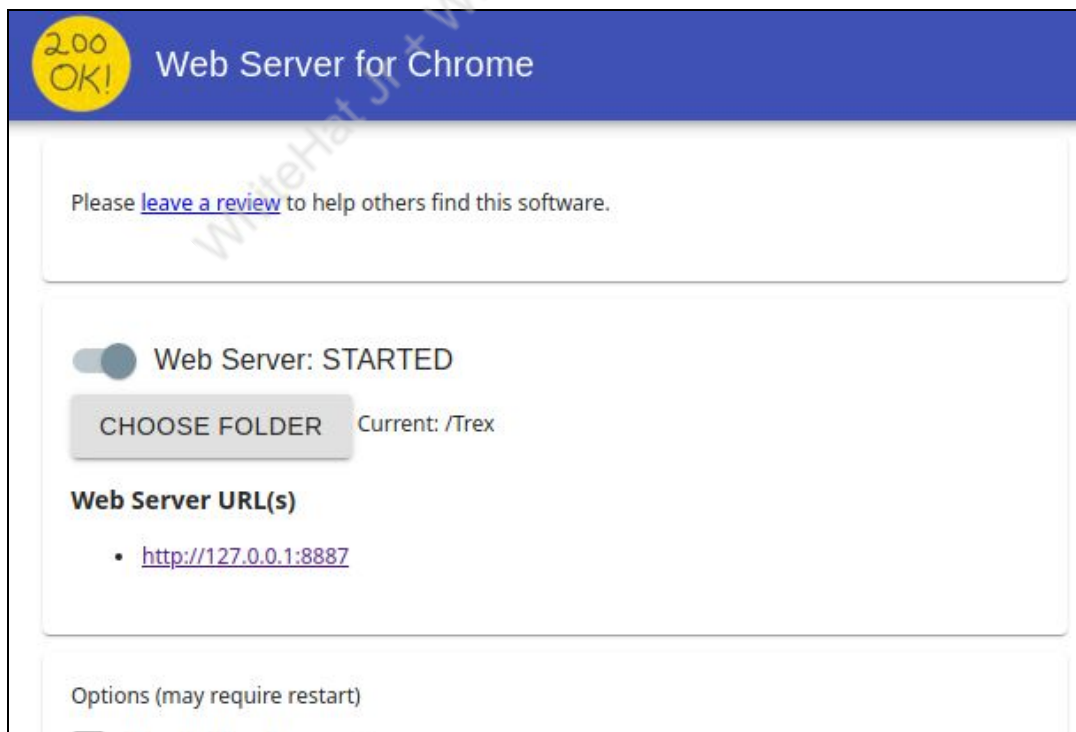
- We opened the project folder in the editor so that we can make changes to code .
-  We used github pages to host our project.

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

- Then we hosted the projects files using the github pages.
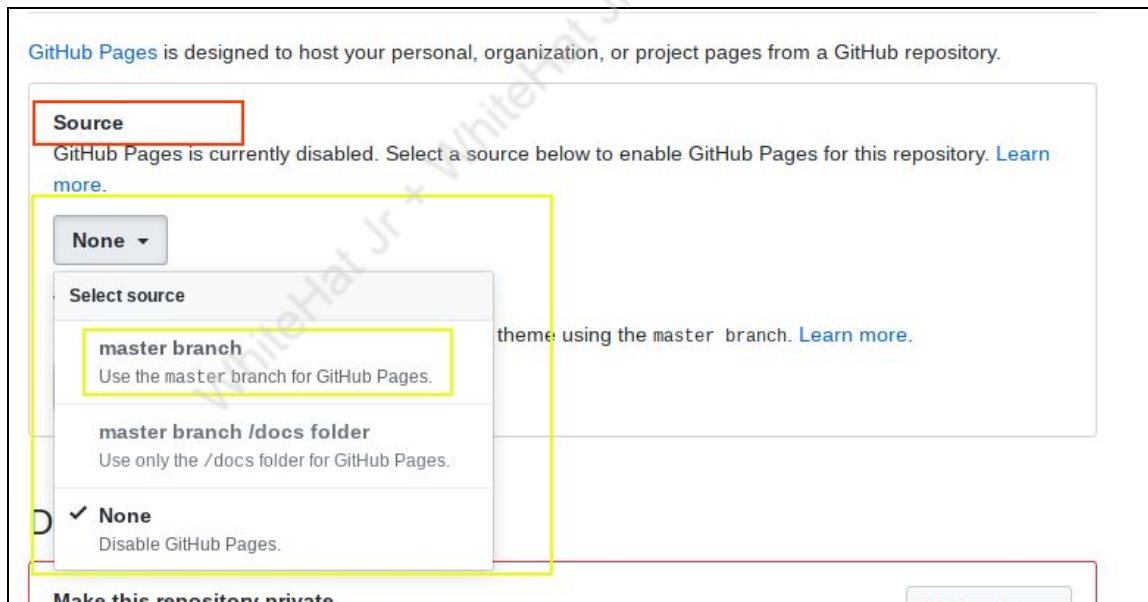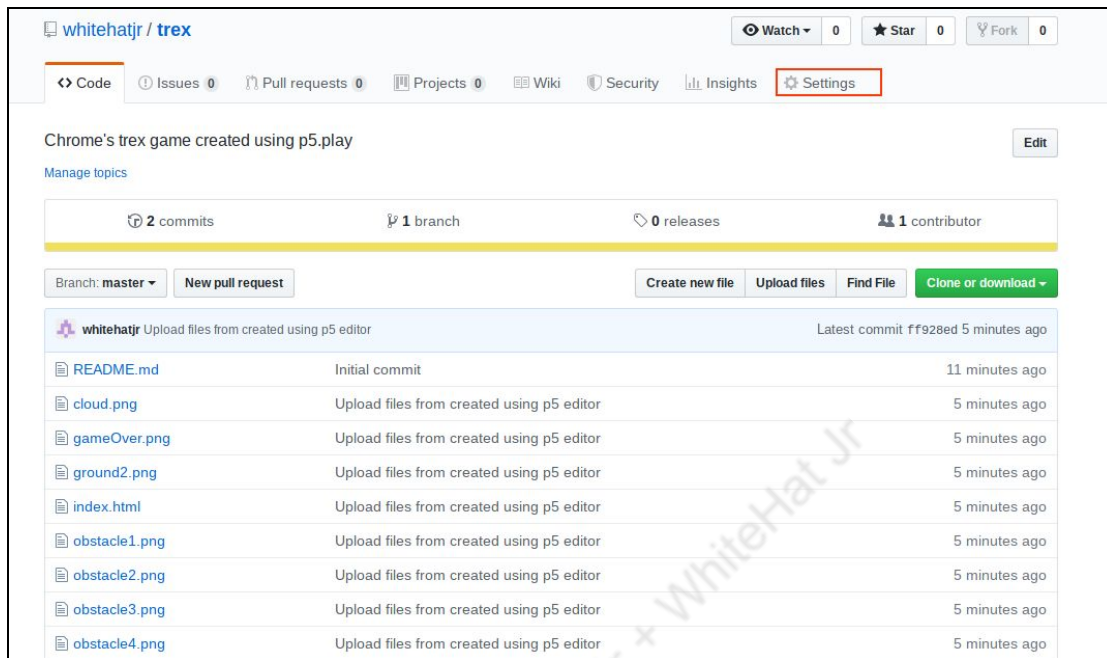
## GitHub Pages

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);
```

onsole

your code is already using that name as a variable. You ma

### What's next?
We will learn to write the complete code on the local machine.