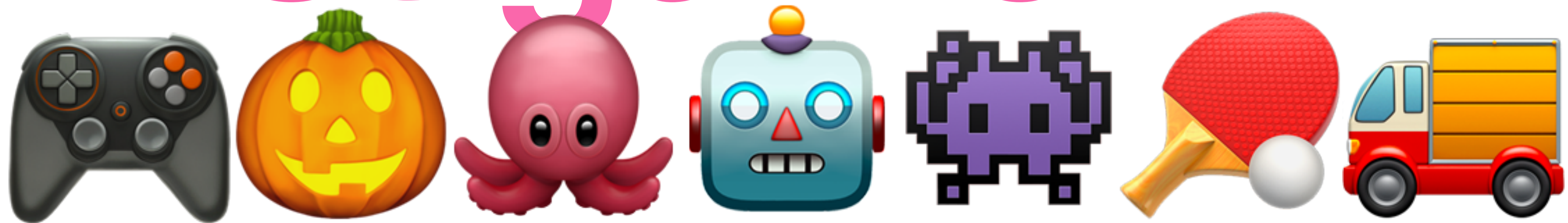


Write your first game!



Peiling Jiang **Interactive Media Arts** NYU 2019



p5.js JavaScript



variables



if(...) for(...) while(...)



functions



class



p5.js JavaScript



variables



if(...) for(...) while(...)

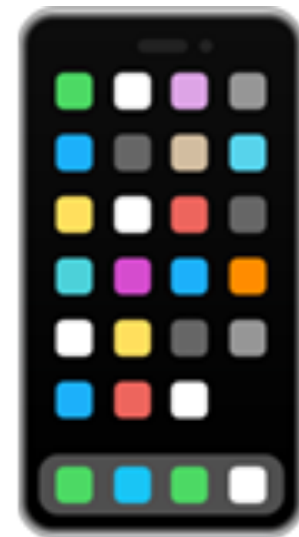


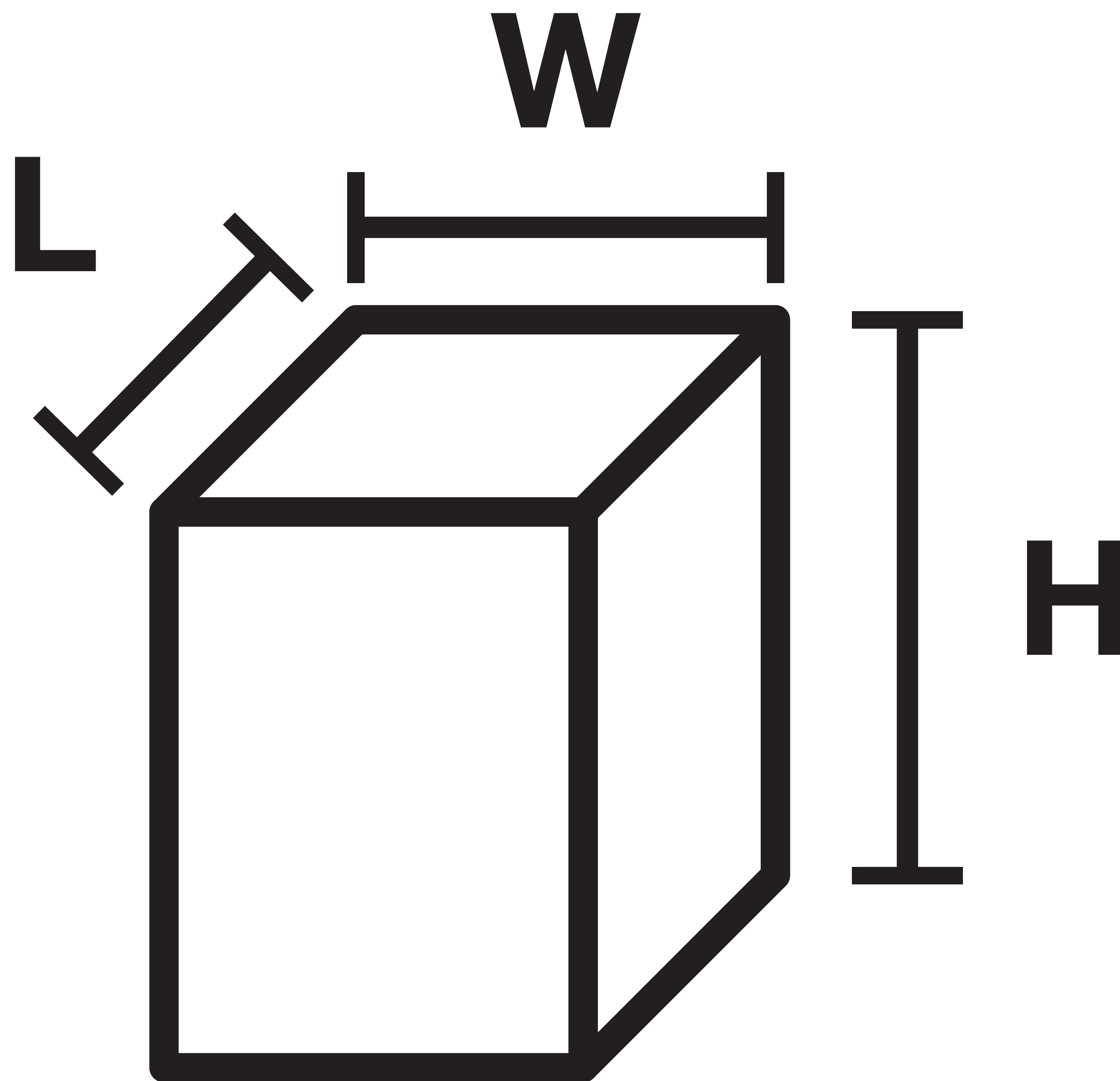
functions



class object

object?





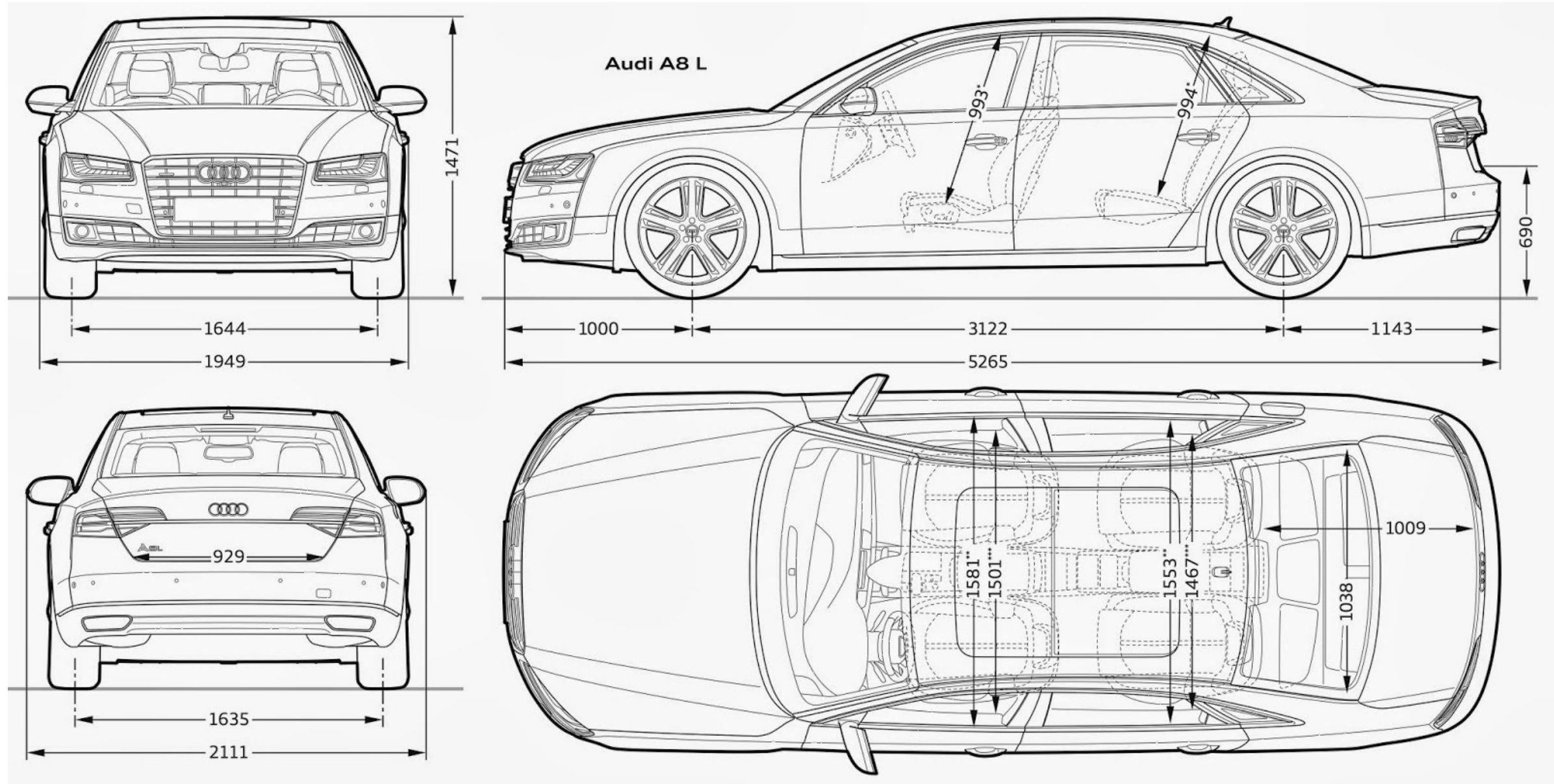
properties width length height color
mass speed brightness friction price
energy...



properties width length height color
mass speed brightness friction price
energy...

functions Take a photo Display the
time Light the way Play music Emit
light and warmth...

1



2




```
class MyFirstObject {
```

```
    constructor( ) {
```

```
    }
```

```
    function1( ) {
```

```
    }
```

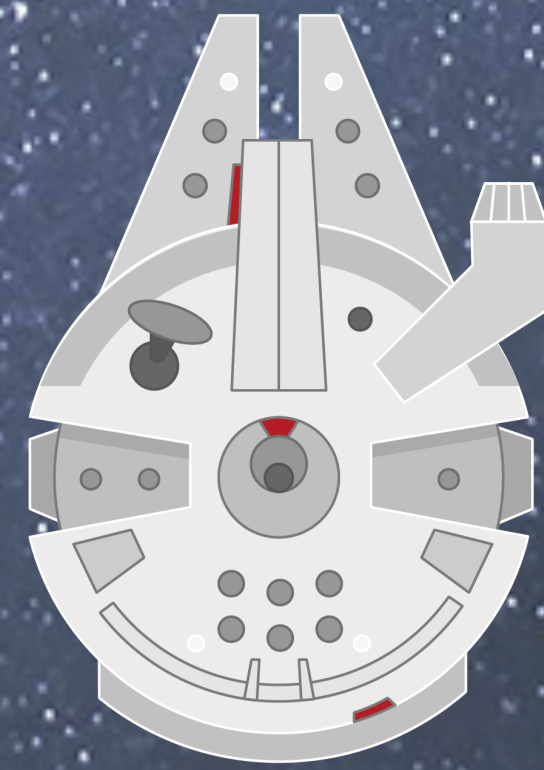
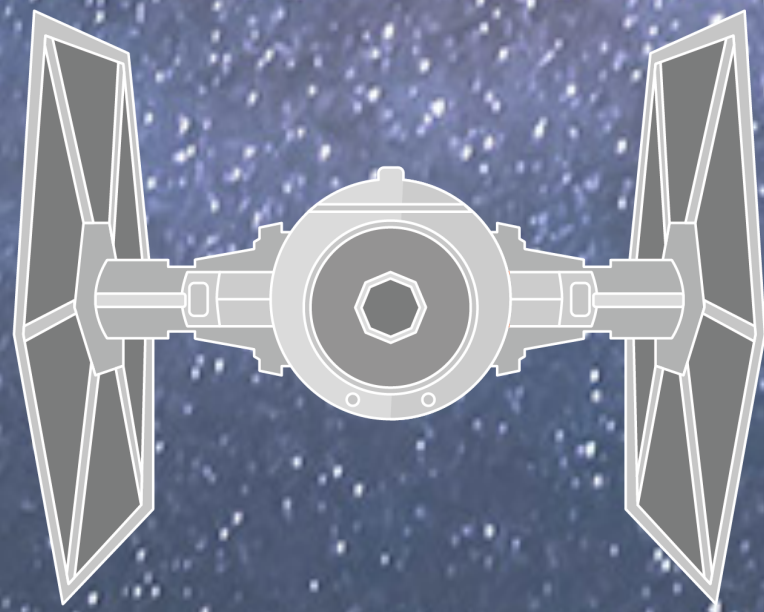
```
}
```

... *properties*

... *functions*

```
let helloworld = new MyFirstObject( );
```


Star Wars Spaceship Shooting Game



bit.ly/space_ship_start

bit.ly/space_ship_final

github.com/peilingjiang/sessions_image