#1GAMCRUNCH

GameJam demo

- Sampling of all CreateJS libs.
- EaselJS handle mouse interactions + rendering DisplayObjects.
- TweenJS will give DisplayObject motion.
- SoundJS will play sound.
- PreloadJS will handle the loading of assets.

Platypus game

- Export vector art from Flash using ToolKit.
- Updated version (latest CreateJS source).
- GameDev.html has simple game play, game logic in GameDev.js
- PlatypusGame.html shows export results.

Sample Game Play

- Shooter game type.
- Show simple scoring w/Tweening score.
- Hero sprite shoots enemy sprites.
- Basic collision detection.
- Simple trail effect (stage.autoClear = false)
- Basic disposing of unneeded sprites.

Building Atari with CreateJS

Outlines helpful **best practices** for building games.
http://www.atari.com/arcade/developers/building-atari-createjs

Building Pong game

Shows how to create a classic pong game. This tutorial is using an older versions of the CreateJS libraries (since then namespace have been introduced to all libraries).
http://active.tutsplus.com/tutorials/games/learn-createjs-by-building-an-html5-pong-game/

Creating Game

Three part tutorial on build games with CreateJS. Illustration concepts such as animating sprites, introduction to spritesheets, handling collisions.
http://blogs.msdn.com/b/davrous/archive/2011/07/21/html5-gaming-animating-sprites-in-canvas-

Toolkit Introduction - video

Lee Brimelow explains how to use ToolKitForCreateJS to export reusable vector graphics.
http://www.leebrimelow.com/new-tutorial-on-the-toolkit-for-createjs/

Grant Skinner talks about Toolkit for CreateJS, including core features, expected workflows, and philosophy behind this technology.
http://tv.adobe.com/watch/getting-started-with-flash-professional-toolkit-for-createjs/publish-to-html5-using-the-adobe-flash-professional-toolkit-for-createjs/

Introduction to EaselJS - video

Lee Brimelow explains how to use EaselJS framework is similar to the Flash Display List.
http://gotoandlearn.com/play.php?id=152

Box2d with CreateJS - video

Lee Brimelow explains how to setup and implement JS port of Box2D also integration it with CreateJS.
http://gotoandlearn.com/play.php?id=176
http://gotoandlearn.com/play.php?id=177

Canvas and EaselJS - video

Grant Skinner session at MAX conference.
Insights into the philosophy behind library and future plans. It also shows how to build a simple game in < 100 lines of code.
http://tv.adobe.com/watch/max-2011-develop/building-interactive-content-using-html5-canvas/

Generating SpriteSheets from PS

Handy little script to export SpriteSheets directly from Photoshop. Differs from Zoe or ToolKit not dealing with Vectors but raster graphics.
http://www.dehats.com/drupal/node/118

From Flash to HTML5

Fabio Biondi shares his views on moving from Flash to HTML5 canvas using CreateJS with minimal difficulty.
http://www.fabiobiondi.com/blog/2012/08/from-flash-to-javascript-to-html5-canvas-and-easel-js/

Introduction to Zoe and how to create spritesheets

Fabio Biondi will show you how to use create and export spritesheets with ZOE.
http://www.fabiobiondi.com/blog/2012/08/createjs-zoe-create-spritesheets-in-adobe-flash-for-easeljs/

CreateJS Community

Official community forum for CreateJS.
http://community.createjs.com/dashboard

CreateJS CDN

http://code.createjs.com/

CreateJS GITHub

https://github.com/CreateJS/

EaselJS GitHub

Demo files for EaselJS.
https://github.com/CreateJS/EaselJS/tree/master/examples

EaselJS Tutorials

Basic tutorials for beginners.
https://github.com/CreateJS/EaselJS/tree/master/tutorials

TweenJS GITHub

https://github.com/CreateJS/TweenJS

TweenJS GitHub

Demo files for TweenJS.
https://github.com/CreateJS/TweenJS/tree/master/examples

SoundJS GitHub

https://github.com/CreateJS/SoundJS

SoundJS examples

Demo files for SoundJS.
https://github.com/CreateJS/SoundJS/tree/master/examples

PreloadJS GitHub

https://github.com/CreateJS/PreloadJS

PreloadJS examples

Demo files for PreloadJS.
https://github.com/CreateJS/PreloadJS/tree/master/examples

Tools

Useful tools the related to CreateJS.
http://www.createjs.com/#!/Tools