Intro to Games and Code

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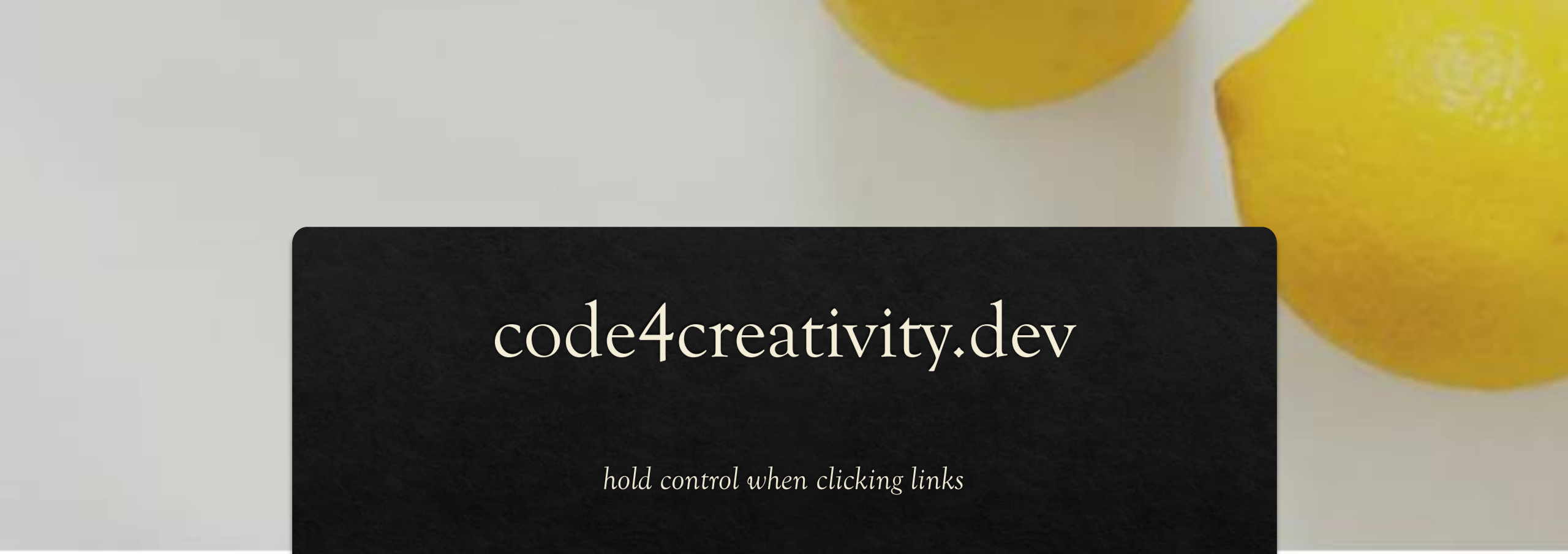
www.code4creativity.dev

JS
210405



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hold control when clicking links

Coding for Games

Install

- Node.JS
- Visual Studio Code
- Tiled
- Glimpse

Accessibility

Source Control

React

Mono Lisa Font w/ Hack the Box Theme

Intro to Games and Code

- Introduction
- Design Decisions
- Colour, Markdown & Jquery
- Modern Web
- HTML5/CSS/JS
- Web Based Games
- Canvas Games
- Phaser 3 Games

- Intention is for a shared community resource – open source
- If you have a million euro app idea, this is not the place

Introduction

Short Practical Goals

Game Discussion

Course Links

Modern Software

Topics

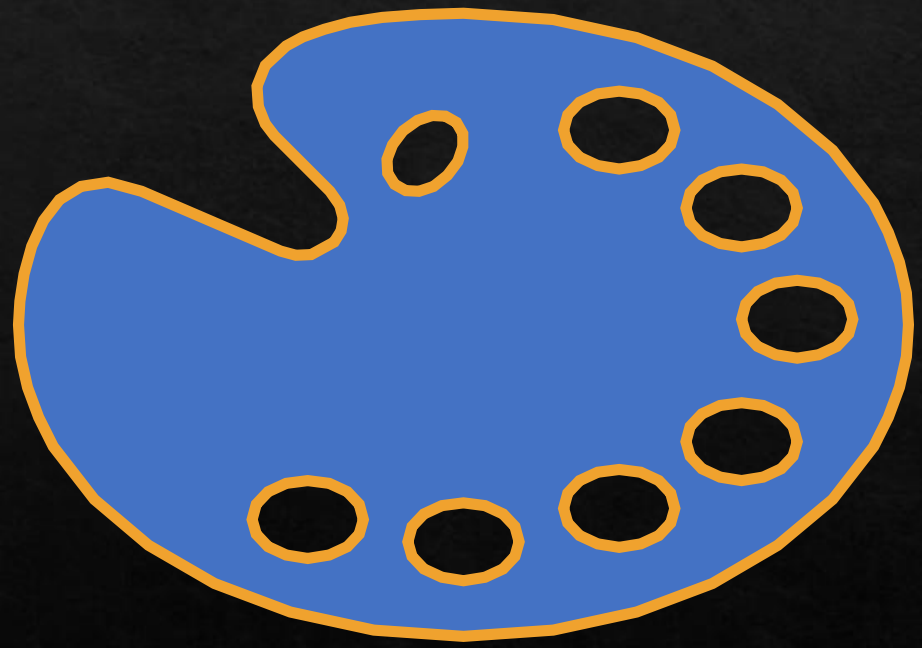
Supportive of New Ideas

Design Decisions

Story	Levels	Graphics	Characters	Music
Sound Effects	Power Ups	Easter Eggs	Speed Runs	Changes

Colour, Markdown, JSON & jQuery

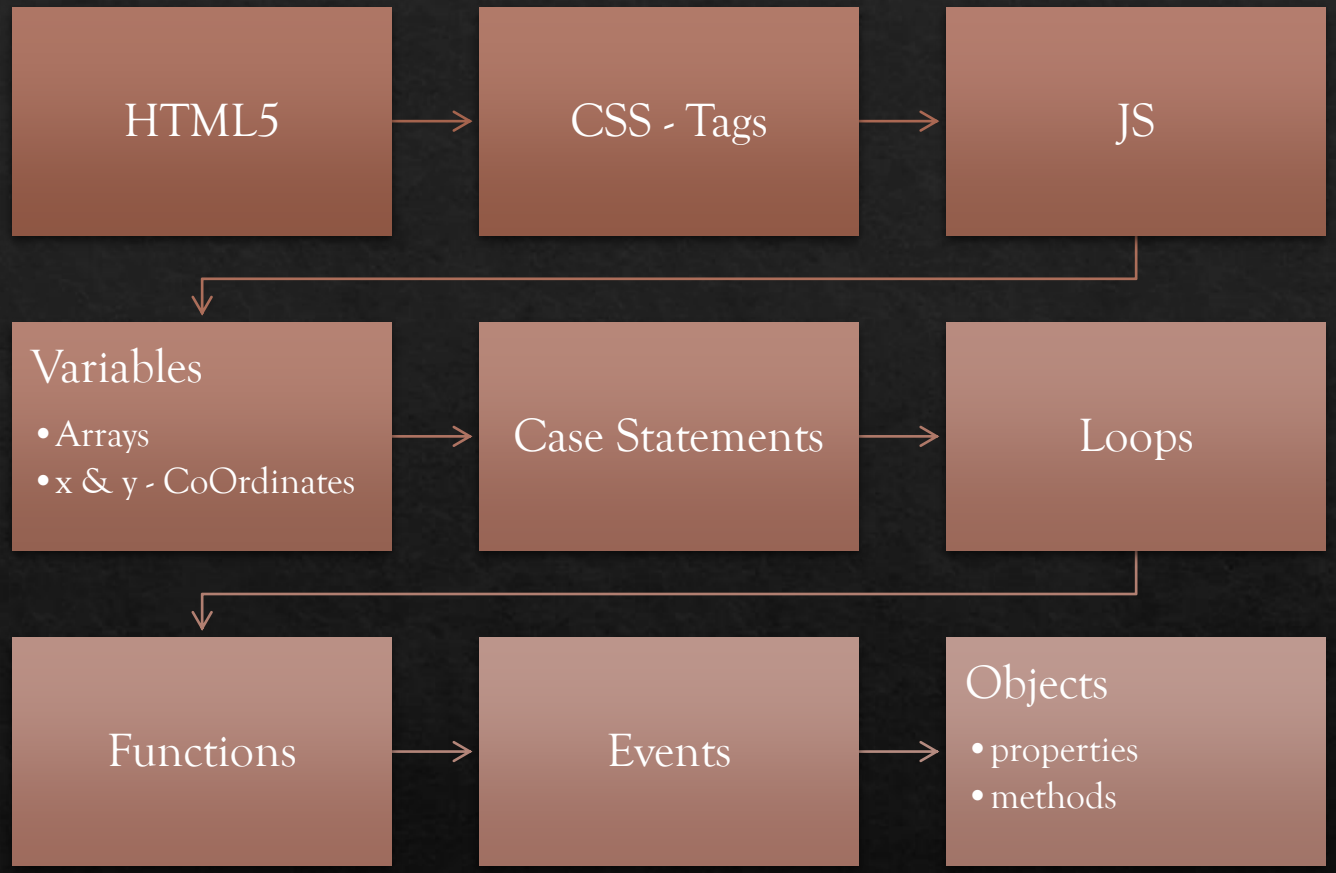
- Colour
  - Code Represents
- Markdown
  - Markmap
- JSON file for Drums
- Web Page Components



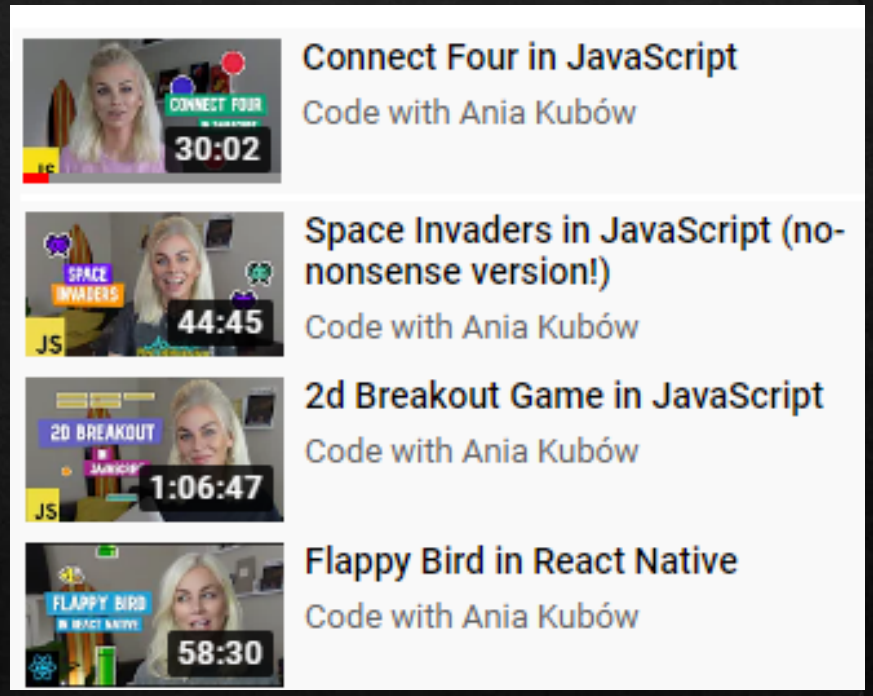
Modern Web

- OnLine Resources
- "NoCode"
- JAMStack
- Framework
- JavaScript

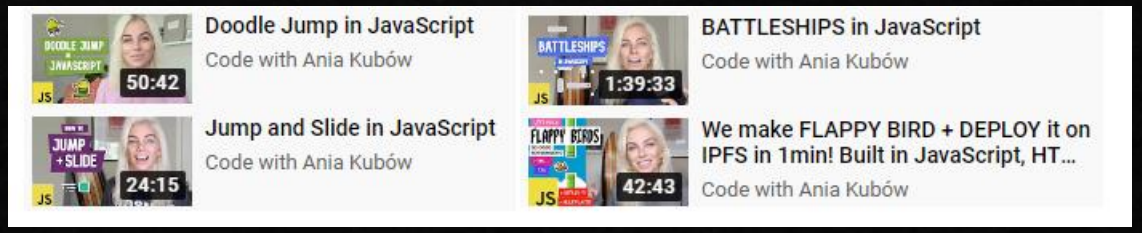
HTML5/CSS/JS


HTML5
CSS - Tags
JS
Variables
• Arrays
• x & y - CoOrdinates
Case Statements
Loops
Functions
Events
Objects
• properties
• methods

Web Based Games

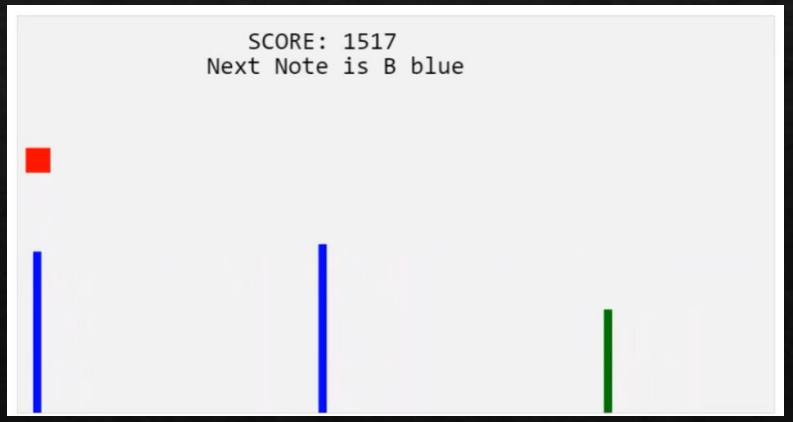


- Exercises
  - Play the game with physical objects and act out the logic
  - Change Rules or Combine Games



Canvas

- The HTML <canvas> element is used to draw graphics, on the fly, via JavaScript.
- The <canvas> element is only a container for graphics. You must use JavaScript to actually draw the graphics.
- Canvas has several methods for drawing paths, boxes, circles, text, and adding images.



Phaser 3 & Tiled – see YouTube

Phaser - Images & Levels

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Thursday 8th, for Monday 12th Class