③ Spin & Win (Arrays & Maths)

Here to build this game we'll use `phraser` framework.

Things we'll work on in this game:

- Game loop in phrases
- Add Images
- Event Listeners
- Animations
- Arrays
- Mathematics
- Sounds
- Object oriented Prog.

——✗———————✗———————✗——

Basic skeleton of phaser:

```
(.js)

let config = {
    type: Phaser.CANVAS,
    width: 800,
    height: 600,

    scene: {
        preload: yourpreloadfunction(),
        create: yourcreatefunction(),
        update: yourupdatefunction(),
    }
};

let game = new Phaser.Game(config);  ①
```

→ It fetches canvas API which enables to render game on web browser.

by def type → by default we get black bckgnd.

→ It basically means level of the game.

scene → kinda gameloop
→ now all. we'll define these fns.

on Game[config]
└ W
└ H
└ clr
└ scene
music
//, etc
→ load" of Assets
→ create (to create assets and)
→ cont. update
of diff obs

load^n & Add^n Sprites

So inside config we have further many ᴀpredefined objects, like height, width etc. Just like this inside config we've scene, which further contains many pre defined functions. like lood, create etc. Now further these funct^n (load, cre etc) have functions to set audio, image etc for our game.

for audio: this.load.audio();
write this in preload fn().

in preload: this.load.image(key, path);

(ex) this.load.image("backgroad", "../Assets/back.jpg").

this means go back one folder, then in Assets & select back.jpg

• Now aftr load^n it we can display the image in create fn().

to set imge wrt centra of screen

let W = game.config.width;
let H = " " " height;

{ let background = this.add.sprite(0,0, 'background');
background.setPosition(W/2, H/2);
background.setScale(0.20); ⟶ w/H be resp me scale/kam krna hy. ko.

Supose we had 2 imgs. ab age konsi img ko rkhna & piche kise, can be decided by `depth` fn.

pin.depth = 1; ⟶ 1 max dur & 'o' pass.

Supose pin to be anothr img like background! ⟶ then this word ②means background age n pin v peeche !

ω create event listener in phaser

★ write in create();

> Jo obj. ko edit on modif. krna hai aske liye

this.input.on (" pointerdown", spinwheel, this);

> event. this means click down

> click krne pe kya hoga. ow customized fn.

then we can define our customized fn() in main body!

To display text on screen

★ write in create():

```
font_style = {
        font : "bold 30px Roboto",
        align: "center",
        color: "red",
}
```

this is scene. As create, update()
ye sare fnc scene obj me call honge. ∴ this is refrms obj for scene!

this. game_text = this.add.text (10,10, "welcome to spin Ewhd

font_style)

③

Animation & tweens

```
function spinwheel (){

    tween = this.tweens.add ({

            target: this.wheel,      → is pr elet aega.

            angle: 800,              phrasea efet jisse iny
                                     distruptly nhi suke
            ease: "Cubic.easeOut",

            duration: 3000,

            onComplete: function (){        durath khtun hone
                    console.log ("You won");    ke baad ye fr
            }                                   chalega.
    });
}
```

this.wheel will
go from 0 to
800 angle
in 3000 ms.

```
let prizes-config = {
    count: 12;
    prize-name = ("  ---  ");
}

let config = {
    type: Phaser.CANVAS,  ——→ here we can also write
    width: 800,              " Phaser.AUTO," this automatically
    height: 600,             determines whats best CANVAS
                             or webgl.
    scene: {
        preload: preload,
        create: create,
        update: update,
    }
};

let game = new Phaser.Game (config);

function preload () {
    console.log ("Preload");
    this.load.image ('background', '../Assets/back.jpg);   ⎫ load
    this.load.image ('wheel', --                           ⎬ all
        "                                                   ⎭ Images
                    ('pin', ...
        "            ('stand', ...
}
```

```
function create (){

        . —
```

* ~~plus~~ look up the github repo
      for jest code!