

There are 8 different tutorials available, the first one is compulsory but then the rest are pick and choose depending on what you want to do. I also recommend checking out the documentation(<http://eas-fyphost-02.aston.ac.uk/~smalljh/docs/>) for each object.

Tutorial 1

This is an introduction tutorial into the apis, it walks you through the basics of them and of javascript. The tutorial takes you through setting up your player and moving them around the screen!

Tutorial 2

This tutorial teaches you how to animate your player, this makes them look like they are walking around the screen making them more realistic!

Tutorial 3

This tutorial introduces the ReusableObject that allows you to create anything such as a Platform or a Bullet. This tutorial shows you how to create platforms add how to add simple hit detection to them allowing your player to stand on top of them.

Tutorial 4

This tutorial introduces the Enemy class that allows you to create a single enemy or a group of enemies that can be controlled as one. This tutorial will get you to start creating the classic game space invaders.

Tutorial 5

This tutorial introduces you to advanced hit detection, following on from tutorial , you shall be taught how to kill a space invader when a bullet hits it!

Tutorial 6

This tutorial introduces you to sound, it shows you how to add sound to your game!

Tutorial 7

This tutorial shows you how to add text to your game, this allows you to display information such as a score.

Tutorial 8

This tutorial teaches you how to make spritesheets, this involves no programming so is good if you are having a hard time understanding the code!