Lab Sheet Phaser Filters & Particles Week09

Apply fireball particles to a sprite:

Task 1: Load resources for the particles

```
game.load.image('fire1', 'assets/fire1.png');
game.load.image('fire2', 'assets/fire2.png');
game.load.image('fire3', 'assets/fire3.png');
game.load.image('smoke', 'assets/smoke-puff.png');
```

Task 2: Create emitter

```
emitter = game.add.emitter(game.world.centerX, game.world.centerY, 400);
emitter.makeParticles( [ 'fire1', 'fire2', 'fire3', 'smoke' ] );
emitter.gravity = 200;
emitter.setAlpha(1, 0, 3000);
emitter.setScale(0.8, 0, 0.8, 0, 3000);
emitter.start(false, 3000, 5);
```

Task 3: Run the emitter in update state

```
// Update emmitter
var px = bot.body.velocity.x;
var py = bot.body.velocity.y;
px *= -1;
py *= -1;
emitter.minParticleSpeed.set(px, py);
emitter.maxParticleSpeed.set(px, py);
emitter.emitX = bot.x;
emitter.emitY = bot.y;
```

Further Task: Add the emitter when the player collected 50 mushrooms