Lab Sheet Week06

Task 1: Loading XAMPP's main webpage

1. Download and install XAMPP. In default, XAMPP will be installed to C:\xampp
2. Run XAMPP control panel and start Apache web server. If Apache is failed to start, it is most likely because port 80 is blocked. Follow the instruction on the lecture notes to change the port to 81
3. Browse to XAMPP's main webpage (//localhost:<port number>). XAMPP's Apache web server is successfully installed if you can see below:

Task 2: Setting up Phaser in XAMPP

1. Create your working folder in XAMPP. You can use any name without a space. In this case, let's call it "myPhaser"
2. Create a folder called "library" inside the folder you created previously, which in this case is called "myPhaser"
3. Download Phaser library (at this point you will only need the min version – phaser.min.js) and place the library file in the "library" folder you created
4. Create an index.html file inside "myPhaser" folder and copy this code below to the index file

```
<!doctype html>

<html>
  <head>
    <script src="library/phaser.min.js"></script>
  </head>
  <body>
    <div id="week3"></div>
  </body>
</html>
```

5. To run test Phaser, you can try to use the example codes from Phaser's website. The codes should be placed between the <script> tag. As an example:

```html
<html>
  <head>
    <script src="library/phaser.min.js"></script>
    <script>
var game = new Phaser.Game(800, 600, Phaser.CANVAS, 'phaser-example', { preload: preload, create: create });

function preload() {

    //  37x45 is the size of each frame

    //  There are 18 frames in the PNG - you can leave this value blank if the frames fill up the entire PNG, but in this case there are some
    //  blank frames at the end, so we tell the loader how many to load

    game.load.spritesheet('mummy', 'assets/sprites/metalslug_mummy37x45.png', 37, 45, 18);
}

function create() {

    var mummy = game.add.sprite(300, 200, 'mummy');

    //  Here we add a new animation called 'walk'
    //  Because we didn't give any other parameters it's going to make an animation from all available frames in the 'mummy' sprite sheet
    var walk = mummy.animations.add('walk');

    //  And this starts the animation playing by using its key ("walk")
    //  30 is the frame rate (30fps)
    //  true means it will loop when it finishes
    mummy.animations.play('walk', 30, true);

}

    </script>
  </head>
  <body>
    <div id="phaser-example"></div>
  </body>
</html>
```

6. You can download all Phaser's sample codes and assets from https://github.com/photonstorm/phaser-examples. Extract the ZIP file containing the codes and assets inside folder "htdocs" of the webserver. You can now access the sample codes locally by browsing to "//localhost:<port number>/phaser-examples-master/examples".

7. Back step number 5, when you run the codes, the page will be blank because there is no assets yet. You can copy the relevant sample assets in folder "phaser-examples-master/examples/assets" to your "myPhaser" folder. Make sure the structure of the folders is correct. If all relevant files are included in the right place, your should be able to see the mummy animation.

8. You can test other sample codes using separate folders for example "myPhaser2" and "myPhaser3". To browse to the website you just need to change the folder name for example: "//localhost:<port number>/myPhaser2"

States Exercise

Convert the code above to states. Each state has to be in individual JavaScript file.