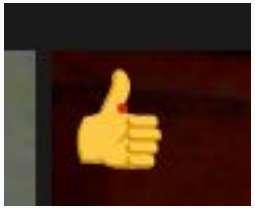
Harmony Tech Camp 2021

Pokemon Phaser - Special thanks to Devoxx4kids

Slides by Mark Waite (derived from Alex Wilk's Devoxx4Kids original work)
Source code at https://github.com/MarkEWaite/pokemon-phaser

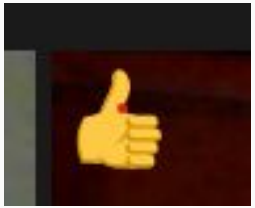
Let’s Check that You’re Ready

- We need to know that you’re ready
- We need to see a “Thumbs up”
- Thumbs up in Zoom now



Let’s Play a Game!

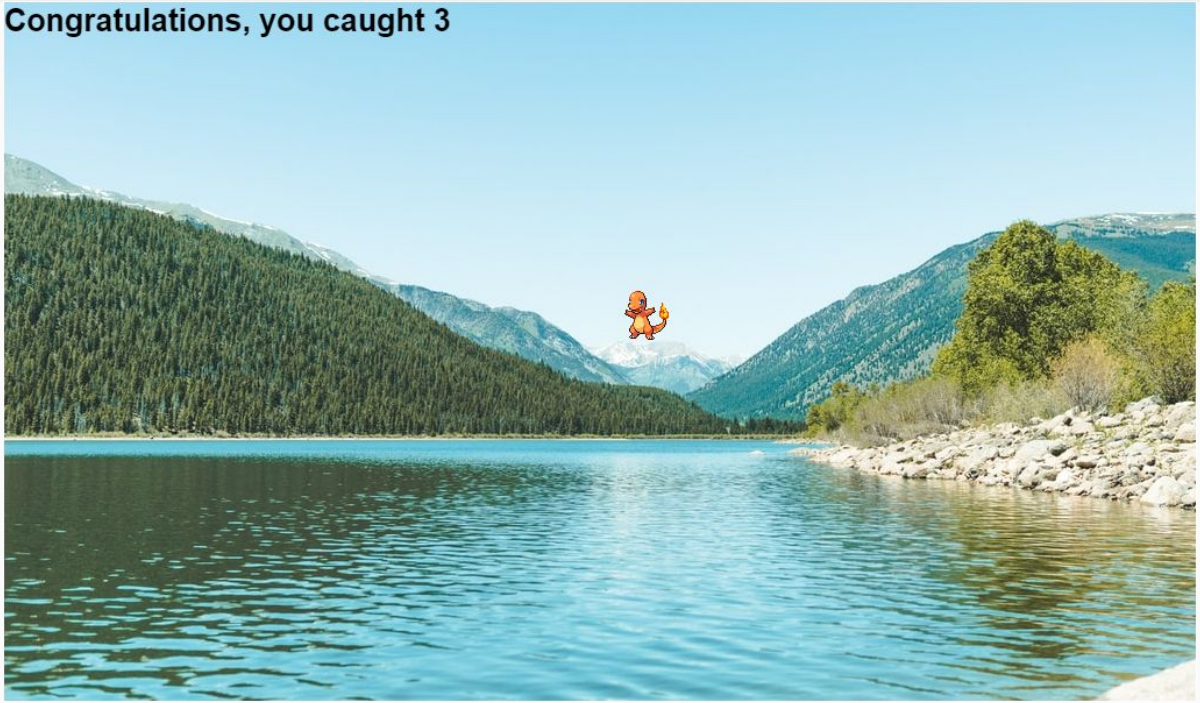
- Open http://bit.ly/mw-pokemon
- Catch the Pokemon
- Thumbs up in Zoom after first catch



http://bit.ly/mw-pokemon

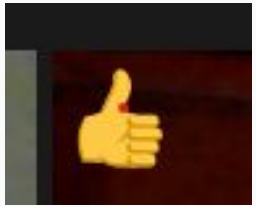
Let’s Play a Game!

What happens when you reload the page?



Let’s See the Game Code

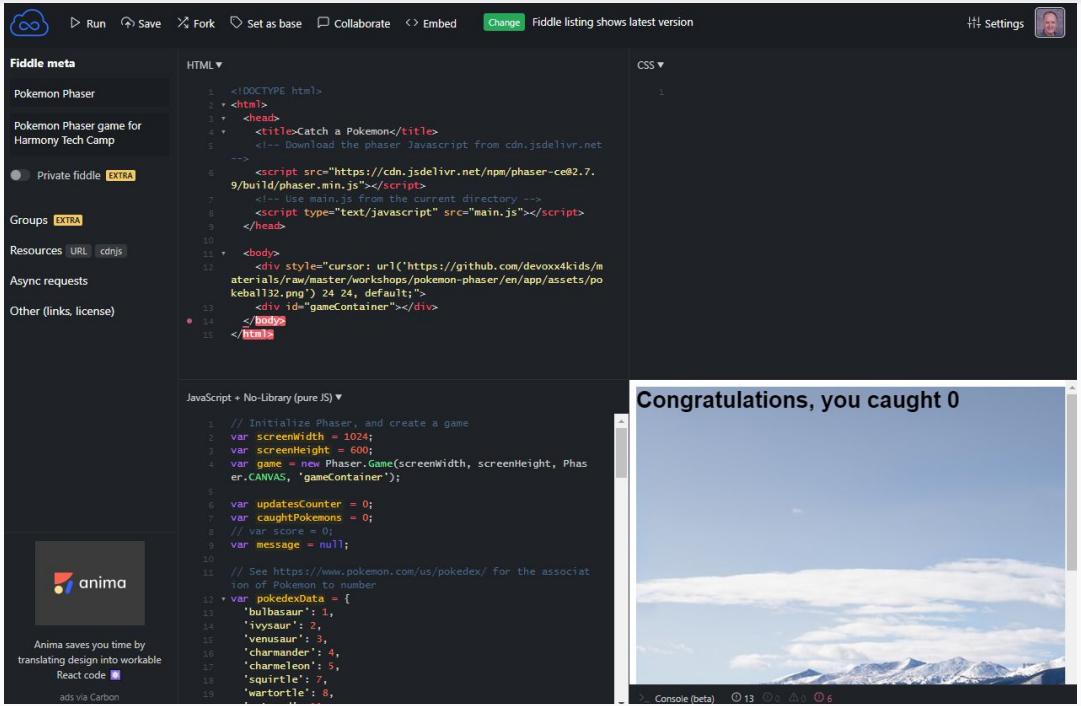
- Open http://bit.ly/mw-code or https://jsfiddle.net/5v8yfo0e/
- Thumbs up in Zoom when you see it



http://bit.ly/mw-game

Let’s See the Game Code

Code & game together



http://bit.ly/mw-game

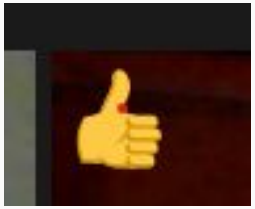
What is the Game Code?

- HTML - web page
- Javascript - programming language

http://bit.ly/mw-game

Let’s Play the Game with the Code

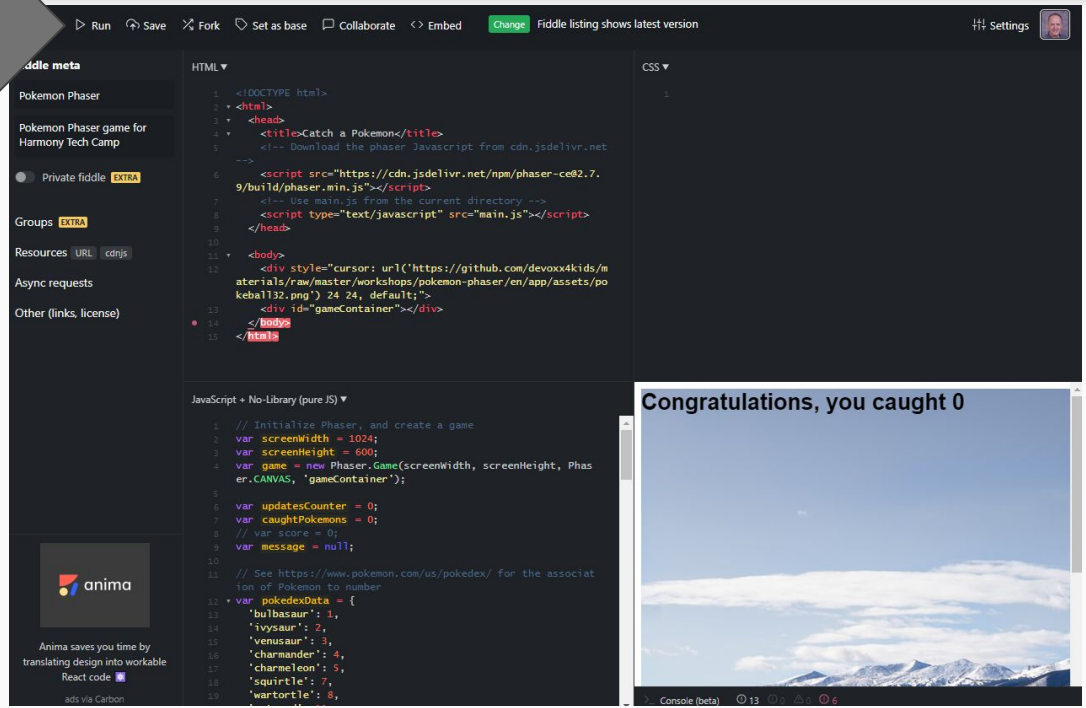
- Press “Run” to play
- Thumbs up in Zoom after first catch



http://bit.ly/mw-game

Let’s See the Game Code

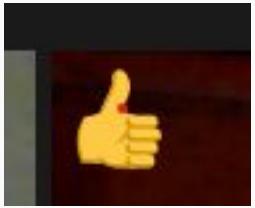
Press “Run” to play



http://bit.ly/mw-game

Let’s Change the Game

- Find a Pokemon name
- Replace it in createPokemon function
  - Line 73-74 - sprite(horizontal, vertical, ‘charmander');
- Press “Run” to play again



http://bit.ly/mw-game

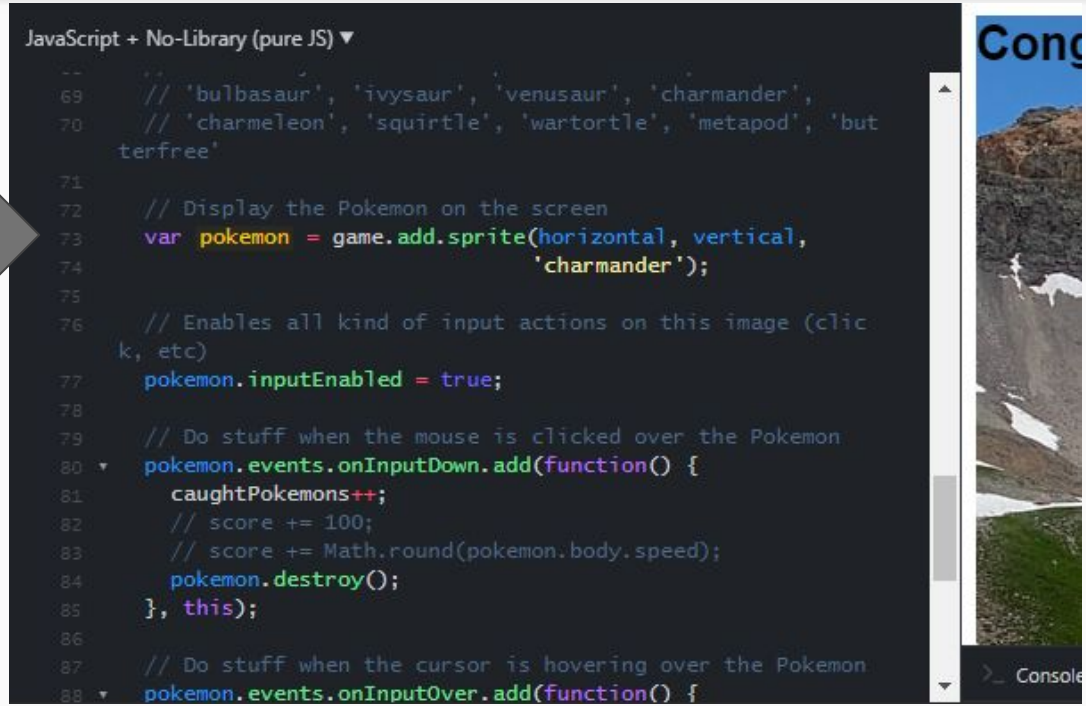
Find a Pokemon name

pokedexData has names

http://bit.ly/mw-game

Replace the Pokemon Name

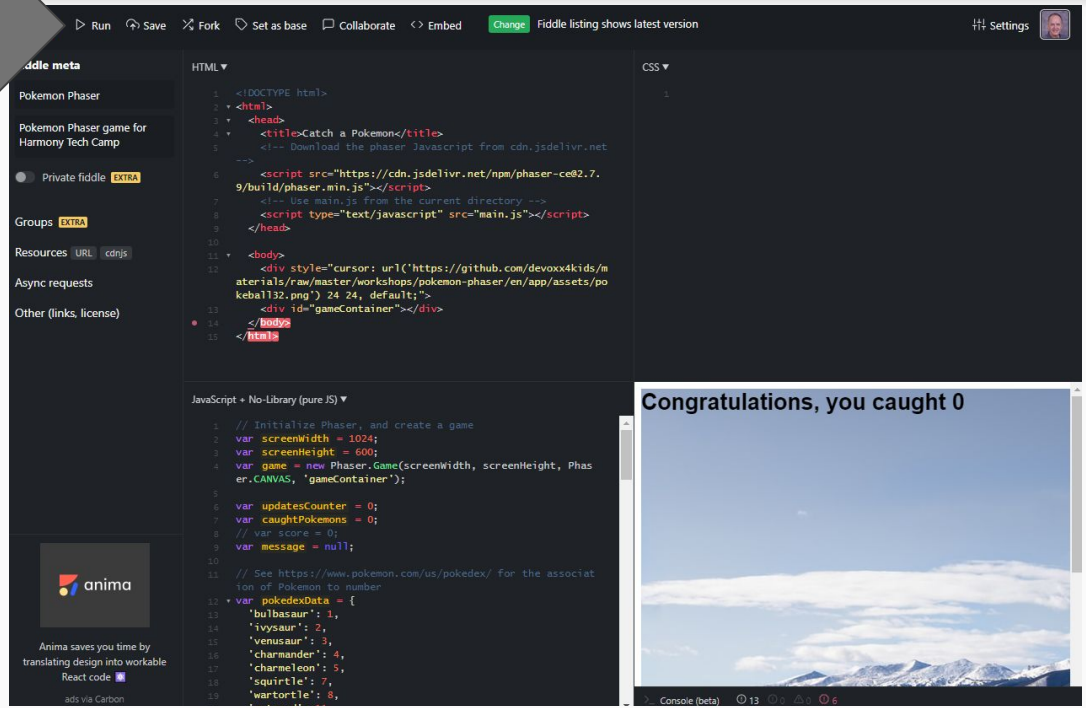
Put Pokemon name here



http://bit.ly/mw-game

Play the Game with the new Pokemon

Press “Run”
to play



http://bit.ly/mw-game

Experiment Time

- Move horizontally
- Choose a different background image
- Gravity - how fast Pokemon accelerate
- Start from a different location
- Choose a different Pokemon each time
- Choose a random Pokemon

http://bit.ly/mw-game

Move horizontally

No-Library (pure JS) ▼

```
// Do stuff when the cursor is hovering over the Pokemon
pokemon.events.onInputOver.add(function() {

}, this);

pokemon.checkWorldBounds = true;
pokemon.events.onOutOfBounds.add(function() {
  // score = Math.max(0, score-100);
  pokemon.destroy();
}, this);

// Add gravity to the pokemon to make it fall
game.physics.arcade.enable(pokemon);
pokemon.body.gravity.y = 300;
pokemon.body.gravity.x = 43;

// Add and start the 'main' state to start the g
game.state.add('main', mainState);
game.state.start('main');
```

Add a line:

pokemon.body.gravity.x = 43

Experiment Time

http://bit.ly/mw-game
https://jsfiddle.net/5v8yfo0e/

- Move horizontally
- Gravity - how fast Pokemon accelerate
- Start from a different location
- Add scoring based on difficulty of the catch
- Choose a different Pokemon each time
- Choose a random Pokemon

Source code for the game

https://github.com/MarkEWaite/pokemon-phaser