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1  /**
2   * File Name: R10.js
3   * Live Demo: http://www.adventurers-of-renown.com/GAMEAPP/index.html
4   * Source Code: http://makingbrowsergames.com/book/
5   * Description: File for controlling and displaying room scenes; managing
6   * global variables throughout game state.
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8   * Version: 0.0.0.8
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11  *
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21  * the accompanying files is strictly prohibited.
22  */
23  "use strict";
24  window.GAMEAPP.state.R10 = {
25    preload: function(){
26      console.log("loading Room 10 state");
27      this.game.load.image('R10', 'assets/images/staticRooms/R10.jpg');
28      GAMEAPP.CrntRoom = 10;
29      this.game.load.atlas('doorButton', 'assets/images/doors/Doors.png',
30        'assets/images/doors/Doors.json');
31      this.game.load.atlas('avatar', 'assets/icons/arraIcons.png',
32        'assets/icons/arraIcons.json');
33      this.game.load.atlas('tres', 'assets/icons/arraIcons.png',
34        'assets/icons/arraIcons.json');
35      this.load.spritesheet('button',
36        'assets/spriteSheets/mmog-sprites-silver.png', 129, 30);
37      this.load.atlas('inventoryButton',
38        'assets/spriteSheets/mmog-sprites-silver.png',
39        'assets/spriteSheets/mmog-sprites.json');
40      this.load.atlas('exitButton',
41        'assets/spriteSheets/mmog-sprites-silver.png',
42        'assets/spriteSheets/mmog-sprites.json');
43      this.load.atlas('fightButton',
44        'assets/spriteSheets/mmog-sprites-silver.png',
45        'assets/spriteSheets/mmog-sprites.json');
46      this.load.atlas('talkButton',
47        'assets/spriteSheets/mmog-sprites-silver.png',
48        'assets/spriteSheets/mmog-sprites.json');
49    },
50    create: function(){
51      console.log("starting Room 10 state");
52      this.game.add.image(0, 0, 'R10');
53      var rect = new Phaser.Rectangle(37, 105, 300, 200);
54      //Set a neutral background color
55      this.game.stage.backgroundColor = "#000";
56      //Set game to ARCADE physics systemLanguage
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46     this.game.physics.startSystem(Phaser.Physics.ARCADE);
47     this.game.renderer.renderSession.roundPixels = true;
48     this.game.world.enableBody = true;
49
50     //Create Room
51     this.Room = this.game.add.group();
52     this.Room.enableBody = true;
53     this.game.physics.enable(this.Room, Phaser.Physics.ARCADE);
54
55     this.NorthWall = this.game.add.sprite(87,270,box({length:270,width:
56     :16,color:'#999'}));
57     this.NorthWall.enableBody = true;
58     this.NorthWall.body.immovable = true;
59     this.NorthWall.visible = false;
60     this.Room.add(this.NorthWall);
61     this.NorthWall.alignTo(rect, Phaser.TOP_CENTER);
62
63     this.SouthWall = this.game.add.sprite(87,270,box({length:270,width:
64     :16,color:'#999'}));
65     this.SouthWall.body.immovable = true;
66     this.SouthWall.visible = false;
67     this.Room.add(this.SouthWall);
68     this.SouthWall.alignTo(rect, Phaser.BOTTOM_CENTER);
69
70     this.WestWall = this.game.add.sprite(200,16,box({length:16,width:
71     190,color:'#999'}));
72     this.WestWall.body.immovable = true;
73     this.WestWall.visible = false;
74     this.Room.add(this.WestWall);
75     this.WestWall.alignTo(rect, Phaser.LEFT_CENTER);
76
77     this.EastWall = this.game.add.sprite(90,270,box({length:16,width:
78     190,color:'#999'}));
79     this.EastWall.body.immovable = true;
80     this.EastWall.visible = false;
81     this.Room.add(this.EastWall);
82     this.EastWall.alignTo(rect, Phaser.RIGHT_CENTER);
83
84     //Room Doors
85     this.doorN = this.game.add.sprite(64,100,'doorButton');
86     //perfectly aligned over placeholder
87     GAMEAPP.doorN = this.doorN;
88     this.doorN.name = "North";
89     this.doorN.frameName = 'horizMetal.bmp';
90     this.doorN.enableBody = true;
91     this.doorN.body.immovable = true;
92     this.doorN.inputEnabled = true;
93     this.game.physics.enable(this.doorN, Phaser.Physics.ARCADE);
94     this.doorN.events.onInputDown.add(this.newRoom, this);
95
96     this.doorN2 = this.game.add.sprite(207,100,'doorButton');
97     //perfectly aligned over placeholder
98     GAMEAPP.doorN = this.doorN;
99     this.doorN2.name = "North2";
100    this.doorN2.frameName = 'horizWood.bmp';
101    this.doorN2.enableBody = true;
102    this.doorN2.body.immovable = true;
103    this.doorN2.inputEnabled = true;
104    this.game.physics.enable(this.doorN2, Phaser.Physics.ARCADE);
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99         this.doorN2.events.onInputDown.add(this.newRoom, this);
100
101         this.doorE = this.game.add.sprite(309,177,'doorButton');
102         //perfectly aligned over placeholder
103         GAMEAPP.doorE = this.doorE;
104         this.doorE.name = "East";
105         this.doorE.frameName = 'vertWood.bmp';
106         this.doorE.enableBody = true;
107         this.doorE.body.immovable = true;
108         this.doorE.inputEnabled = true;
109         this.game.physics.enable(this.doorE, Phaser.Physics.ARCADE);
110         this.doorE.events.onInputDown.add(this.newRoom, this);
111
112         //create treasure if needed; check for treasure in this room
113         if(MT[GAMEAPP.CrntRoom].Tres > 0){
114             GAMEAPP.InfoText = "Score: "+CCP.Score+"\n Click on the Door
115             to enter.\nThere treasure here! See it?!!";
116             this.Treasure = this.game.add.sprite(200,200,'tres');
117             this.Treasure.frameName = 'treasure.bmp';
118             this.Treasure.body.collideWorldBounds = true;
119             this.Treasure.enableBody = true;
120             this.Treasure.body.immovable = true;
121             this.Treasure.inputEnabled = true;
122             this.game.physics.enable(this.Treasure, Phaser.Physics.ARCADE);
123             //clicking treasure for mobile interaction
124             this.Treasure.events.onInputDown.add(this.CTreasure, this);
125             this.Treasure.alignIn(rect, Phaser.CENTER);
126         }
127
128         this.inventorytxt = this.game.add.text(0, 0, "Inventory" , GAMEAPP
129         .styleBTN); // "Attack" button text;
130         this.exittxt = this.game.add.text(0, 0, "Exit" , GAMEAPP.styleBTN
131         ); // "Attack" button text;
132         this._toolTip = this.game.add.text(this.game.world.width-100, this
133         .game.world.height-90, GAMEAPP.InfoText, GAMEAPP.styleTT);
134         this._toolTip.anchor.set(0.5);
135         GAMEAPP.RoomAlert = "";
136
137         // Inventory button
138         this.inventoryButton = this.game.add.button(65, 338, 'button',
139         GAMEAPP._InventoryRoom, this, 2, 1, 0,1);
140         this.inventoryButton.anchor.set(0.5,0.5);
141         this.inventoryButton.scale.setTo(0.5,0.5);
142         this.inventoryButton.addChild(this.inventorytxt).anchor.set(0.5,
143         0.5);
144
145         // Exit button
146         this.exitButton = this.game.add.button(65, 361, 'button', GAMEAPP.
147         _ExitGame, this, 2, 1, 0,1);
148         this.exitButton.anchor.set(0.5,0.5);
149         this.exitButton.scale.setTo(0.5,0.5);
150         this.exitButton.addChild(this.exittxt).anchor.set(0.5,0.5);
151
152         //create an opponent; Check for monster in this room
153         if(MT[GAMEAPP.CrntRoom].Mnstr > 0){
154             GAMEAPP.RoomAlert = "Beware, a " + M[MT[GAMEAPP.CrntRoom].
155             Mnstr].Race + " is here!"
156             GAMEAPP.raTxt = this.game.add.text(this.game.world.width-268,

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65, GAMEAPP.RoomAlert, GAMEAPP.styleRA);
149 GAMEAPP.raTxt.anchor.set(0);
150 this.enemy = this.game.add.sprite(MT[GAMEAPP.CrntRoom].mxPos,
MT[GAMEAPP.CrntRoom].myPos, 'avatar');
151 this.enemy.frameName = String(M[MT[GAMEAPP.CrntRoom].Mnstr].
icon+'.bmp');
152 this.enemy.body.collideWorldBounds = true;
153 this.game.physics.enable(this.enemy, Phaser.Physics.ARCADE);
154
155 GAMEAPP._PUpdate();
156 //clicking fight for mobile interaction
157 // Fight button
158 this.fighttxt = this.game.add.text(0, 0, "Fight" , GAMEAPP.
styleBTN);
159 this.fightButton = this.game.add.button(152, 338, 'button',
GAMEAPP._CombatCheck, this, 2, 1, 0,1);
160 this.fightButton.anchor.set(0.5,0.5);
161 this.fightButton.scale.setTo(0.5,0.5);
162 this.fightButton.addChild(this.fighttxt).anchor.set(0.5,0.5);
163
164 // Talk button
165 var talktxt = this.game.add.text(0, 0, "Talk" , GAMEAPP.
styleBTN);
166 var talkButton = this.game.add.button(152, 361, 'button', this
._talkToMonster, this, 2, 1, 0,1);
167 talkButton.anchor.set(0.5,0.5);
168 talkButton.scale.setTo(0.5,0.5);
169 talkButton.addChild(talktxt).anchor.set(0.5,0.5);
170 }
171
172 GAMEAPP._RmAdmin(GAMEAPP.CrntRoom);
173
174 //character placement -
175 var entryBy = new Phaser.Point();
176 if(GAMEAPP.LastDoor=="North" || GAMEAPP.LastDoor=="North2"){
177     entryBy.copyFrom(this.doorS);
178     GAMEAPP.xPos = entryBy.x+15;
179     GAMEAPP.yPos = entryBy.y-35;
180 }
181
182 if(GAMEAPP.LastDoor=="East"){
183     entryBy.copyFrom(this.doorW);
184     GAMEAPP.xPos = entryBy.x+35;
185     GAMEAPP.yPos = entryBy.y+15;
186 }
187
188 if(GAMEAPP.LastDoor=="South"){
189     entryBy.copyFrom(this.doorN);
190     GAMEAPP.xPos = entryBy.x+15;
191     GAMEAPP.yPos = entryBy.y+35;
192 }
193
194 if(GAMEAPP.LastDoor=="West"){
195     entryBy.copyFrom(this.doorE);
196     GAMEAPP.xPos = entryBy.x-35;
197     GAMEAPP.yPos = entryBy.y+15;
198 }
199
200 this.player = this.game.add.sprite(GAMEAPP.xPos,GAMEAPP.yPos,

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    'avatar');
201     this.player.frameName = 'avatar.bmp';
202     this.player.body.collideWorldBounds = true;
203     this.cursor = this.game.input.keyboard.createCursorKeys();
204
205 },
206
207 update: function() {
208     GAMEAPP._MoveChar(this.cursor, this.player);
209     this.game.physics.arcade.collide(this.player, this.Room);
210     if (this.game.physics.arcade.intersects(this.player, this.doorN)) {
211         this.newRoom(this.doorN);
212     }
213     if (this.game.physics.arcade.intersects(this.player, this.doorN2)) {
214         this.newRoom(this.doorN2);
215     }
216     if (this.game.physics.arcade.intersects(this.player, this.doorE)) {
217         this.newRoom(this.doorE);
218     }
219     //Check for monster in this room
220     if (MT[GAMEAPP.CrntRoom].Mnstr > 0) {
221         GAMEAPP._MoveMonster(this.cursor, this.enemy);
222         this.game.physics.arcade.collide(this.enemy, this.Room);
223         this.game.physics.arcade.overlap(this.player, this.enemy,
224             GAMEAPP._CombatCheck, null, this);
225     }
226     //Check for treasure in this room
227     if (MT[GAMEAPP.CrntRoom].Tres > 0) {
228
229         this.game.physics.arcade.collide(this.player, this.Treasure,
230             this.CTreasure, null, this);
231     }
232     this._toolTip.setText(GAMEAPP.InfoText);
233 },
234 //
235 // =====
236
237 //
238 // =====
239 //Main ARRA Door click handler
240 newRoom: function(door) {
241     GAMEAPP.LastRoom = GAMEAPP.CrntRoom;
242     GAMEAPP.LastDoor = door.name;
243     console.log('Last Door Used: '+GAMEAPP.LastDoor);
244
245     if (door.name == "North") {
246
247         //debug
248         console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked: "
249             +door.name);
250         this.camera.fade(0x000000, 200, false);
251         this.time.events.add(200, function() {
252             this.game.state.start('R'+MT[GAMEAPP.CrntRoom].North);
253             //ARRA Main Entrance (hard coded) rv_3 through rv_8
254             }, this);
255     }
256 }

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255         if (door.name == "North2"){
256
257             //debug
258             console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked: "
259             +door.name);
260             this.camera.fade(0x000000, 200, false);
261             this.time.events.add(200, function() {
262                 this.game.state.start('R'+MT[GAMEAPP.CrntRoom].North);
263                 //ARRA Main Entrance (hard coded) rv_3 through rv_8
264             }, this);
265         }
266
267         if (door.name == "East"){
268
269             //debug
270             console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked: "
271             +door.name);
272             this.camera.fade(0x000000, 200, false);
273             this.time.events.add(200, function() {
274                 this.game.state.start('R'+MT[GAMEAPP.CrntRoom].East);
275                 //ARRA Main Entrance (hard coded) rv_3 through rv_8
276             }, this);
277         }
278
279         /**
280         if (door.name == "South" ){
281
282             //debug
283             console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked:
284             "+door.name);
285             this.camera.fade(0x000000, 200, false);
286             this.time.events.add(200, function() {
287
288                 this.game.state.start('R'+MT[GAMEAPP.CrntRoom].South);
289                 //ARRA Main Entrance (hard coded) rv_3 through rv_8
290             }, this);
291         }
292         */
293
294         /**
295         if (door.name == "West"){
296
297             //debug
298             console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked:
299             "+door.name);
300             this.camera.fade(0x000000, 200, false);
301             this.time.events.add(200, function() {
302
303                 this.game.state.start('R'+MT[GAMEAPP.CrntRoom].West);
304                 //ARRA Main Entrance (hard coded) rv_3 through rv_8
305             }, this);
306         }
307         */
308     },
309     //
310     //=====
311     _talkToMonster: function(){
312         GAMEAPP.InfoText = "... mmm, not in the mood to negotiate?!";
313     },
314     //
315 
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304 //=====
305 CTreasure: function(){
306     CCP.HGold += MT[GAMEAPP.CrntRoom].Tres;
307     this.Treasure.kill();
308     GAMEAPP.InfoText = "You found $" + MT[GAMEAPP.CrntRoom].Tres + " in
the chest.";
309     MT[GAMEAPP.CrntRoom].Tres = 0;
310     this._toolTip.setText("You found $" + MT[GAMEAPP.CrntRoom].Tres + "
in the chest.");
311 }
312 };
313 //
314 // =====
315 //create a box Image (pseudo graphics) for the HTML5 canvas.
316 var box = function(options) {
317     var bxImg = GAMEAPP.game.add.bitmapData(options.length,options.
width);
318     bxImg.ctx.beginPath();
319     bxImg.ctx.rect(0,0,options.length,options.width);
320     bxImg.ctx.fillStyle = options.color;
321     bxImg.ctx.fill();
322     return bxImg;
323 };
324 //
325 // =====
326
327 /* End of file */
328 /* Location: ./js/state/R10.js */
329
330
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