

```
1  /**
2   * File Name: R#.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 game entry scenes;
6   *               managing global variables throughout game state.
7   * Author: Stephen Gose
8   * Version: 0.0.0.8
9   * Author URL: http://www.stephen-gose.com/
10  * Support: support@pbmcube.com
11  *
12  * Copyright © \u00A9 1974-2017 Stephen Gose LLC. All rights reserved.
13  *
14  * Do not sell! Do not distribute!
15  * This is a licensed permission file. Please refer to Terms of Use
16  *   and End Users License Agreement (EULA).
17  * Search for [ /***TODO** ] to tailor this file for your own use and
18  *   will void any support agreement.
19  *
20  * Redistribution of part or whole of this file and
21  * the accompanying files is strictly prohibited.
22  */
23  "use strict";
24  window.GAMEAPP.state.R6 = {
25    preload: function(){
26      console.log("loading Room 6 state");
27      GAMEAPP.CrntRoom = 6;
28      this.game.load.image('R6', 'assets/images/staticRooms/R6.jpg');
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("creating Room 6 state");
52      this.game.add.image(0, 0, 'R6');
53      var rect = new Phaser.Rectangle(90, 100, 200, 200);
54      //Set a neutral background color
55      this.game.stage.backgroundColor = "#000";
56      //Set game to ARCADE physics systemLanguage
```

```
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(90,110,box({length:190,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(0,200,box({length:190,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.RIGHT_CENTER);
76
77     this.EastWall = this.game.add.sprite(90,16,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.LEFT_CENTER);
83
84     //Main Entrance Doors
85     var Entrance = this.game.add.sprite(90,120,'doorButton');
86     //perfectly aligned over placeholder
87     Entrance.name = "Main Entrance";
88     Entrance.frameName = 'mainEntrance.jpg';
89     Entrance.body.immovable = true;
90     Entrance.inputEnabled = true;
91
92     Entrance.events.onInputDown.add(this.newRoom, this);
93     //insert into RoomGroup
94     this.Room.add(Entrance);
95
96     //create treasure if needed; check for treasure in this room
97     if(MT[GAMEAPP.CrntRoom].Tres > 0){
98         GAMEAPP.InfoText = "Score: "+CCP.Score+"\n Click on the Door
99         to enter.\nThere treasure here! See it?!!";
100         this.Treasure = this.game.add.sprite(200,200,'tres');
101         this.Treasure.frameName = 'treasure.bmp';
102         this.Treasure.body.collideWorldBounds = true;
103         this.Treasure.enableBody = true;
104         this.Treasure.body.immovable = true;
```

```

99         this.Treasure.inputEnabled = true;
100         this.game.physics.enable(this.Treasure, Phaser.Physics.ARCADE);
101         //clicking treasure for mobile interaction
102         this.Treasure.events.onInputDown.add(this.CTreasure, this);
103         this.Treasure.alignIn(rect, Phaser.BOTTOM_CENTER);
104
105     }
106
107     this.inventorytxt = this.game.add.text(0, 0, "Inventory" , GAMEAPP
        .styleBTN);
108     this.exittxt = this.game.add.text(0, 0, "Exit" , GAMEAPP.styleBTN
        );
109     this._toolTip = this.game.add.text(this.game.world.width-100, this
        .game.world.height-90, GAMEAPP.InfoText, GAMEAPP.styleTT);
110     this._toolTip.anchor.set(0.5);
111     GAMEAPP.RoomAlert = "";
112
113     // Inventory button
114     this.inventoryButton = this.game.add.button(65, 338, 'button',
        GAMEAPP._InventoryRoom, this, 2, 1, 0,1);
115     this.inventoryButton.anchor.set(0.5,0.5);
116     this.inventoryButton.scale.setTo(0.5,0.5);
117     this.inventoryButton.addChild(this.inventorytxt).anchor.set(0.5,
        0.5);
118
119     // Exit button
120     this.exitButton = this.game.add.button(65, 361, 'button', GAMEAPP.
        _ExitGame, this, 2, 1, 0,1);
121     this.exitButton.anchor.set(0.5,0.5);
122     this.exitButton.scale.setTo(0.5,0.5);
123     this.exitButton.addChild(this.exittxt).anchor.set(0.5,0.5);
124
125     //create an opponent; Check for monster in this room
126     if(MT[GAMEAPP.CrntRoom].Mnstr > 0){
127         GAMEAPP.RoomAlert = "Beware, a " + M[MT[GAMEAPP.CrntRoom].
            Mnstr].Race + " is here!"
128         GAMEAPP.raTxt = this.game.add.text(this.game.world.width-268,
            65, GAMEAPP.RoomAlert, GAMEAPP.styleRA);
129         GAMEAPP.raTxt.anchor.set(0);
130         this.enemy = this.game.add.sprite(MT[GAMEAPP.CrntRoom].mxPos,
            MT[GAMEAPP.CrntRoom].myPos, 'avatar');
131         this.enemy.frameName = String(M[MT[GAMEAPP.CrntRoom].Mnstr].
            icon+'.bmp');
132         this.enemy.body.collideWorldBounds = true;
133         this.game.physics.enable(this.enemy, Phaser.Physics.ARCADE);
134
135         this.enemy.alignIn(rect, Phaser.RIGHT_CENTER);
136
137         GAMEAPP._PUpdate();
138         //clicking fight for mobile interaction
139         // Fight button
140         this.fighttxt = this.game.add.text(0, 0, "Fight" , GAMEAPP.
            styleBTN);
141         this.fightButton = this.game.add.button(152, 338, 'button',
            GAMEAPP._CombatCheck, this, 2, 1, 0,1);
142         this.fightButton.anchor.set(0.5,0.5);
143         this.fightButton.scale.setTo(0.5,0.5);
144         this.fightButton.addChild(this.fighttxt).anchor.set(0.5,0.5);
145

```

```

146         // Talk button
147         var talktxt = this.game.add.text(0, 0, "Talk" , GAMEAPP.
            styleBTN);
148         var talkButton = this.game.add.button(152, 361, 'button', this
            ._talkToMonster, this, 2, 1, 0,1);
149         talkButton.anchor.set(0.5,0.5);
150         talkButton.scale.setTo(0.5,0.5);
151         talkButton.addChild(talktxt).anchor.set(0.5,0.5);
152     }
153
154     GAMEAPP._RmAdmin(GAMEAPP.CrntRoom);
155
156     //place character
157     this.player = this.game.add.sprite(GAMEAPP.xPos,GAMEAPP.yPos,
        'avatar');
158     this.player.frameName = 'avatar.bmp';
159     this.player.body.collideWorldBounds = true;
160     this.cursor = this.game.input.keyboard.createCursorKeys();
161     this.player.alignIn(rect, Phaser.LEFT_CENTER);
162
163 },
164
165 update: function(){
166     GAMEAPP._MoveChar(this.cursor,this.player);
167     this.game.physics.arcade.collide(this.player, this.Room);
168
169     //Check for monster in this room
170     if (MT[GAMEAPP.CrntRoom].Mnstr > 0) {
171         GAMEAPP._MoveMonster(this.cursor,this.enemy);
172         this.game.physics.arcade.collide(this.enemy, this.Room);
173         this.game.physics.arcade.overlap(this.player,this.enemy,
            GAMEAPP._CombatCheck,null,this);
174
175     }
176     //Check for treasure in this room
177     if (MT[GAMEAPP.CrntRoom].Tres > 0) {
178
179         this.game.physics.arcade.collide(this.player,this.Treasure,
            this.CTreasure,null,this);
180
181     }
182     this._toolTip.setText(GAMEAPP.InfoText);
183 },
184 //
185 // =====
186 //Main ARRA Door click handler.
187 // it is an exception use case
188 newRoom: function(door){
189     GAMEAPP.LastRoom = GAMEAPP.CrntRoom;
190     GAMEAPP.LastDoor = door.name;
191     console.log('Last Door Used: '+GAMEAPP.LastDoor);
192
193     //debug
194     console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked: "+
        door.name);
195
196     this.camera.fade(0x000000, 200, false);
197     this.time.events.add(200, function() {
198         this.game.state.start('R'+MT[GAMEAPP.LastRoom].East);

```

```
199         //ARRA Main Entrance (hard coded) rv_3 through rv_8
200         }, this);
201     },
202     //
203     //=====
204     _talkToMonster: function(){
205         GAMEAPP.InfoText = "... mmm, not in the mood to negotiate?!";
206     },
207     //
208     //=====
209     CTreasure: function(){
210         CCP.HGold += MT[GAMEAPP.CrntRoom].Tres;
211         this.Treasure.kill();
212         GAMEAPP.InfoText = "You found $" + MT[GAMEAPP.CrntRoom].Tres + " in
the chest.";
213         MT[GAMEAPP.CrntRoom].Tres = 0;
214         this._toolTip.setText("You found $" + MT[GAMEAPP.CrntRoom].Tres +
in the chest.");
215     }
216 };
217 //
218 // =====
219 //create a box Image (pseudo graphics) for the HTML5 canvas.
220 var box = function(options) {
221     var bxImg = GAMEAPP.game.add.bitmapData(options.length, options.
width);
222     bxImg.ctx.beginPath();
223     bxImg.ctx.rect(0,0,options.length,options.width);
224     bxImg.ctx.fillStyle = options.color;
225     bxImg.ctx.fill();
226     return bxImg;
227 };
228
229 /* End of file */
230 /* Location: ./js/state/R6.js */
231
232
```