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1  /**
2   * File Name: R16.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.R16 = {
25    preload: function(){
26      console.log("loading Room 16 state");
27      this.game.load.image('R16', 'assets/images/staticRooms/R16.jpg');
28      GAMEAPP.CrntRoom = 16;
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 16 state");
52      this.game.add.image(0, 0, 'R16');
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.alignIn(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.alignIn(rect, Phaser.BOTTOM_CENTER);
69
70     this.WestWall = this.game.add.sprite(73,110,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
76     this.EastWall = this.game.add.sprite(255,110,box({length:16,width:
77     190,color:'#999'}));
78     this.EastWall.body.immovable = true;
79     this.EastWall.visible = false;
80     this.Room.add(this.EastWall);
81
82     //Room Doors
83     this.doorN = this.game.add.sprite(134,118,'doorButton');
84     //perfectly aligned over placeholder
85     GAMEAPP.doorN = this.doorN;
86     this.doorN.name = "North";
87     this.doorN.frameName = 'horizWood.bmp';
88     this.doorN.enableBody = true;
89     this.doorN.body.immovable = true;
90     this.doorN.inputEnabled = true;
91     this.game.physics.enable(this.doorN, Phaser.Physics.ARCADE);
92     this.doorN.events.onInputDown.add(this.newRoom, this);
93
94     this.doorW = this.game.add.sprite(78,186,'doorButton');
95     //perfectly aligned over placeholder
96     GAMEAPP.doorW = this.doorW;
97     this.doorW.name = "West";
98     this.doorW.frameName = 'vertWood.bmp';
99     this.doorW.enableBody = true;
100    this.doorW.body.immovable = true;
101    this.doorW.inputEnabled = true;
102    this.game.physics.enable(this.doorW, Phaser.Physics.ARCADE);
103    this.doorW.events.onInputDown.add(this.newRoom, this);
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99      //create treasure if needed; check for treasure in this room
100     if(MT[GAMEAPP.CrntRoom].Tres > 0){
101         GAMEAPP.InfoText = "Score: "+CCP.Score+"\n Click on the Door
to enter.\nThere treasure here! See it?!!";
102         this.Treasure = this.game.add.sprite(200,200,'tres');
103         this.Treasure.frameName = 'treasure.bmp';
104         this.Treasure.body.collideWorldBounds = true;
105         this.Treasure.enableBody = true;
106         this.Treasure.body.immovable = true;
107         this.Treasure.inputEnabled = true;
108         this.game.physics.enable(this.Treasure, Phaser.Physics.ARCADE);
109         //clicking treasure for mobile interaction
110         this.Treasure.events.onInputDown.add(this.CTreasure, this);
111         this.Treasure.alignIn(rect, Phaser.CENTER);
112     }
113
114
115     this.inventorytxt = this.game.add.text(0, 0, "Inventory" , GAMEAPP
.styleBTN); // "Attack" button text;
116     this.exittxt = this.game.add.text(0, 0, "Exit" , GAMEAPP.styleBTN
); // "Attack" button text;
117     this._toolTip = this.game.add.text(this.game.world.width-100, this
.game.world.height-90, GAMEAPP.InfoText, GAMEAPP.styleTT);
118     this._toolTip.anchor.set(0.5);
119     GAMEAPP.RoomAlert = "";
120
121     // Inventory button
122     this.inventoryButton = this.game.add.button(65, 338, 'button',
GAMEAPP._InventoryRoom, this, 2, 1, 0,1);
123     this.inventoryButton.anchor.set(0.5,0.5);
124     this.inventoryButton.scale.setTo(0.5,0.5);
125     this.inventoryButton.addChild(this.inventorytxt).anchor.set(0.5,
0.5);
126
127     // Exit button
128     this.exitButton = this.game.add.button(65, 361, 'button', GAMEAPP.
_ExitGame, this, 2, 1, 0,1);
129     this.exitButton.anchor.set(0.5,0.5);
130     this.exitButton.scale.setTo(0.5,0.5);
131     this.exitButton.addChild(this.exittxt).anchor.set(0.5,0.5);
132
133     //create an opponent; Check for monster in this room
134     if(MT[GAMEAPP.CrntRoom].Mnstr > 0){
135         GAMEAPP.RoomAlert = "Beware, a " + M[MT[GAMEAPP.CrntRoom].
Mnstr].Race + " is here!"
136         GAMEAPP.raTxt = this.game.add.text(this.game.world.width-268,
65, GAMEAPP.RoomAlert, GAMEAPP.styleRA);
137         GAMEAPP.raTxt.anchor.set(0);
138         this.enemy = this.game.add.sprite(MT[GAMEAPP.CrntRoom].mxPos,
MT[GAMEAPP.CrntRoom].myPos,'avatar');
139         this.enemy.frameName = String(M[MT[GAMEAPP.CrntRoom].Mnstr].
icon+'.bmp');
140         this.enemy.body.collideWorldBounds = true;
141         this.game.physics.enable(this.enemy, Phaser.Physics.ARCADE);
142
143         GAMEAPP._PUpdate();
144         //clicking fight for mobile interaction
145         // Fight button
146         this.fighttxt = this.game.add.text(0, 0, "Fight" , GAMEAPP.

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        styleBTN);
147     this.fightButton = this.game.add.button(152, 338, 'button',
        GAMEAPP._CombatCheck, this, 2, 1, 0,1);
148     this.fightButton.anchor.set(0.5,0.5);
149     this.fightButton.scale.setTo(0.5,0.5);
150     this.fightButton.addChild(this.fighttxt).anchor.set(0.5,0.5);
151
152     // Talk button
153     var talktxt = this.game.add.text(0, 0, "Talk" , GAMEAPP.
        styleBTN);
154     var talkButton = this.game.add.button(152, 361, 'button', this
        ._talkToMonster, this, 2, 1, 0,1);
155     talkButton.anchor.set(0.5,0.5);
156     talkButton.scale.setTo(0.5,0.5);
157     talkButton.addChild(talktxt).anchor.set(0.5,0.5);
158 }
159
160 GAMEAPP._RmAdmin(GAMEAPP.CrntRoom);
161
162     //character placement -
163     var entryBy = new Phaser.Point();
164     if(GAMEAPP.LastDoor=="North" || GAMEAPP.LastDoor=="North2"){
165         entryBy.copyFrom(this.doorS);
166         GAMEAPP.xPos = entryBy.x+15;
167         GAMEAPP.yPos = entryBy.y-35;
168     }
169
170     if(GAMEAPP.LastDoor=="East"){
171         entryBy.copyFrom(this.doorW);
172         GAMEAPP.xPos = entryBy.x+35;
173         GAMEAPP.yPos = entryBy.y+15;
174     }
175
176     if(GAMEAPP.LastDoor=="South"){
177         entryBy.copyFrom(this.doorN);
178         GAMEAPP.xPos = entryBy.x+15;
179         GAMEAPP.yPos = entryBy.y+35;
180     }
181
182     if(GAMEAPP.LastDoor=="West"){
183         entryBy.copyFrom(this.doorE);
184         GAMEAPP.xPos = entryBy.x-35;
185         GAMEAPP.yPos = entryBy.y+15;
186     }
187
188     this.player = this.game.add.sprite(GAMEAPP.xPos,GAMEAPP.yPos,
        'avatar');
189     this.player.frameName = 'avatar.bmp';
190     this.player.body.collideWorldBounds = true;
191     this.cursor = this.game.input.keyboard.createCursorKeys();
192
193
194 },
195
196 update: function() {
197     GAMEAPP._MoveChar(this.cursor,this.player);
198     this.game.physics.arcade.collide(this.player, this.Room);
199     if(this.game.physics.arcade.intersects(this.player, this.doorN)){
200         this.newRoom(this.doorN);

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

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253         if (door.name == "South" ){
254
255             //debug
256             console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked:
257             "+door.name);
258             this.camera.fade(0x000000, 200, false);
259             this.time.events.add(200, function() {
260
261                 this.game.state.start('R'+MT[GAMEAPP.CrntRoom].South);
262                 //ARRA Main Entrance (hard coded) rv_3 through rv_8
263             }, this);
264         }
265     */
266
267     if (door.name == "West"){
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].West);
275             //ARRA Main Entrance (hard coded) rv_3 through rv_8
276         }, this);
277     }
278
279 },
280 //
281 //=====
282 _talkToMonster: function(){
283     GAMEAPP.InfoText = "... mmm, not in the mood to negotiate?!";
284 },
285 //
286 //=====
287 CTreasure: function(){
288     CCP.HGold += MT[GAMEAPP.CrntRoom].Tres;
289     this.Treasure.kill();
290     GAMEAPP.InfoText = "You found $" + MT[GAMEAPP.CrntRoom].Tres + " in
291     the chest.";
292     MT[GAMEAPP.CrntRoom].Tres = 0;
293     this._toolTip.setText("You found $" + MT[GAMEAPP.CrntRoom].Tres + "
294     in the chest.");
295 }
296 };
297 //
298 // =====
299 //create a box Image (pseudo graphics) for the HTML5 canvas.
300 var box = function(options) {
301     var bxImg = GAMEAPP.game.add.bitmapData(options.length, options.
302     width);
303     bxImg.ctx.beginPath();
304     bxImg.ctx.rect(0,0,options.length,options.width);
305     bxImg.ctx.fillStyle = options.color;
306     bxImg.ctx.fill();
307     return bxImg;
308 };
309 //
310 // =====
311

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```
304  /* End of file */
305  /* Location: ./js/state/R16.js */
306
307
```