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1  /**
2   * File Name: R17.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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11  *
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21  * the accompanying files is strictly prohibited.
22  */
23  "use strict";
24  window.GAMEAPP.state.R17 = {
25    preload: function(){
26      console.log("loading Room 17 state");
27      this.game.load.image('R17', 'assets/images/staticRooms/R17.jpg');
28      GAMEAPP.CrntRoom = 17;
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 17 state");
52      this.game.add.image(0, 0, 'R17');
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(0,0,box({length:190,width:16
56     ,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(0,0,box({length:190,width:16
64     ,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(68,110,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(280,110,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(153,103,'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.doorS = this.game.add.sprite(154,278,'doorButton');
95     //perfectly aligned over placeholder
96     GAMEAPP.doorS = this.doorS;
97     this.doorS.name = "South";
98     this.doorS.frameName = 'horizWood.bmp';
99     this.doorS.enableBody = true;
100    this.doorS.body.immovable = true;
101    this.doorS.inputEnabled = true;
102    this.game.physics.enable(this.doorS, Phaser.Physics.ARCADE);
103    this.doorS.events.onInputDown.add(this.newRoom, this);
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99         this.doorW = this.game.add.sprite(80,170,'doorButton');
//perfectly aligned over placeholder
100     GAMEAPP.doorW = this.doorW;
101     this.doorW.name = "West";
102     this.doorW.frameName = 'vertWood.bmp';
103     this.doorW.enableBody = true;
104     this.doorW.body.immovable = true;
105     this.doorW.inputEnabled = true;
106     this.game.physics.enable(this.doorW, Phaser.Physics.ARCADE);
107     this.doorW.events.onInputDown.add(this.newRoom, this);
108
109     //create treasure if needed; check for treasure in this room
110     if(MT[GAMEAPP.CrntRoom].Tres > 0){
111         GAMEAPP.InfoText = "Score: "+CCP.Score+"\n Click on the Door
to enter.\nThere treasure here! See it?!!";
112         this.Treasure = this.game.add.sprite(200,200,'tres');
113         this.Treasure.frameName = 'treasure.bmp';
114         this.Treasure.body.collideWorldBounds = true;
115         this.Treasure.enableBody = true;
116         this.Treasure.body.immovable = true;
117         this.Treasure.inputEnabled = true;
118         this.game.physics.enable(this.Treasure, Phaser.Physics.ARCADE);
119         //clicking treasure for mobile interaction
120         this.Treasure.events.onInputDown.add(this.CTreasure, this);
121         this.Treasure.alignIn(rect, Phaser.CENTER);
122
123     }
124
125     this.inventorytxt = this.game.add.text(0, 0, "Inventory" , GAMEAPP
.styleBTN); // "Attack" button text;
126     this.exittxt = this.game.add.text(0, 0, "Exit" , GAMEAPP.styleBTN
); // "Attack" button text;
127     this._toolTip = this.game.add.text(this.game.world.width-100, this
.game.world.height-90, GAMEAPP.InfoText, GAMEAPP.styleTT);
128     this._toolTip.anchor.set(0.5);
129     GAMEAPP.RoomAlert = "";
130
131     // Inventory button
132     this.inventoryButton = this.game.add.button(65, 338, 'button',
GAMEAPP._InventoryRoom, this, 2, 1, 0,1);
133     this.inventoryButton.anchor.set(0.5,0.5);
134     this.inventoryButton.scale.setTo(0.5,0.5);
135     this.inventoryButton.addChild(this.inventorytxt).anchor.set(0.5,
0.5);
136
137     // Exit button
138     this.exitButton = this.game.add.button(65, 361, 'button', GAMEAPP.
_ExitGame, this, 2, 1, 0,1);
139     this.exitButton.anchor.set(0.5,0.5);
140     this.exitButton.scale.setTo(0.5,0.5);
141     this.exitButton.addChild(this.exittxt).anchor.set(0.5,0.5);
142
143     //create an opponent; Check for monster in this room
144     if(MT[GAMEAPP.CrntRoom].Mnstr > 0){
145         GAMEAPP.RoomAlert = "Beware, a " + M[MT[GAMEAPP.CrntRoom].
Mnstr].Race + " is here!"
146         GAMEAPP.raTxt = this.game.add.text(this.game.world.width-268,
65, GAMEAPP.RoomAlert, GAMEAPP.styleRA);
147         GAMEAPP.raTxt.anchor.set(0);

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148     this.enemy = this.game.add.sprite(MT[GAMEAPP.CrntRoom].mxPos,
149     MT[GAMEAPP.CrntRoom].myPos, 'avatar');
150     this.enemy.frameName = String(M[MT[GAMEAPP.CrntRoom].Mnstr].
151     icon+'.bmp');
152     this.enemy.body.collideWorldBounds = true;
153     this.game.physics.enable(this.enemy, Phaser.Physics.ARCADE);
154
155     GAMEAPP._Update();
156     //clicking fight for mobile interaction
157     // Fight button
158     this.fighttxt = this.game.add.text(0, 0, "Fight" , GAMEAPP.
159     styleBTN);
160     this.fightButton = this.game.add.button(152, 338, 'button',
161     GAMEAPP._CombatCheck, this, 2, 1, 0,1);
162     this.fightButton.anchor.set(0.5,0.5);
163     this.fightButton.scale.setTo(0.5,0.5);
164     this.fightButton.addChild(this.fighttxt).anchor.set(0.5,0.5);
165
166     // Talk button
167     var talktxt = this.game.add.text(0, 0, "Talk" , GAMEAPP.
168     styleBTN);
169     var talkButton = this.game.add.button(152, 361, 'button', this
170     ._talkToMonster, this, 2, 1, 0,1);
171     talkButton.anchor.set(0.5,0.5);
172     talkButton.scale.setTo(0.5,0.5);
173     talkButton.addChild(talktxt).anchor.set(0.5,0.5);
174 }else{
175     GAMEAPP.InfoText = " Looking for something to kill?\n Try the
176     next room.";
177 }
178
179 GAMEAPP._RmAdmin(GAMEAPP.CrntRoom);
180
181     //character placement -
182     var entryBy = new Phaser.Point();
183     if(GAMEAPP.LastDoor=="North" || GAMEAPP.LastDoor=="North2"){
184         entryBy.copyFrom(this.doorS);
185         GAMEAPP.xPos = entryBy.x+15;
186         GAMEAPP.yPos = entryBy.y-35;
187     }
188
189     if(GAMEAPP.LastDoor=="East"){
190         entryBy.copyFrom(this.doorW);
191         GAMEAPP.xPos = entryBy.x+35;
192         GAMEAPP.yPos = entryBy.y+15;
193     }
194
195     if(GAMEAPP.LastDoor=="South"){
196         entryBy.copyFrom(this.doorN);
197         GAMEAPP.xPos = entryBy.x+15;
198         GAMEAPP.yPos = entryBy.y+35;
199     }
200
201     if(GAMEAPP.LastDoor=="West"){
202         entryBy.copyFrom(this.doorE);
203         GAMEAPP.xPos = entryBy.x-35;
204         GAMEAPP.yPos = entryBy.y+15;
205     }
206 }
```

```

200         this.player = this.game.add.sprite(GAMEAPP.xPos, GAMEAPP.yPos,
        '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.doorS)) {
214             this.newRoom(this.doorS);
215         }
216         if (this.game.physics.arcade.intersects(this.player, this.doorW)) {
217             this.newRoom(this.doorW);
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,
                GAMEAPP._CombatCheck, null, this);
224
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,
                this.CTreasure, null, this);
230
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: "
                + 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].North);
252                 //ARRA Main Entrance (hard coded) rv_3 through rv_8
253             }, this);
254         }
255     }

```

```
254
255  /**
256      if (door.name == "East"){
257
258          //debug
259          console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked: "
260              "+door.name);
261          this.camera.fade(0x000000, 200, false);
262          this.time.events.add(200, function() {
263
264              this.game.state.start('R'+MT[GAMEAPP.CrntRoom].East);
265              //ARRA Main Entrance (hard coded) rv_3 through rv_8
266          }, this);
267      }
268  */
269  if (door.name == "South" ){
270
271      //debug
272      console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked: "
273          "+door.name);
274      this.camera.fade(0x000000, 200, false);
275      this.time.events.add(200, function() {
276          this.game.state.start('R'+MT[GAMEAPP.CrntRoom].South);
277          //ARRA Main Entrance (hard coded) rv_3 through rv_8
278      }, this);
279      }
280
281  if (door.name == "West"){
282
283      //debug
284      console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked: "
285          "+door.name);
286      this.camera.fade(0x000000, 200, false);
287      this.time.events.add(200, function() {
288          this.game.state.start('R'+MT[GAMEAPP.CrntRoom].West);
289          //ARRA Main Entrance (hard coded) rv_3 through rv_8
290      }, this);
291      }
292
293  },
294  //
295  //=====
296  _talkToMonster: function(){
297      GAMEAPP.InfoText = "... mmm, not in the mood to negotiate?!";
298  },
299  //
300  //=====
301  CTreasure: function(){
302      CCP.HGold += MT[GAMEAPP.CrntRoom].Tres;
303      this.Treasure.kill();
304      GAMEAPP.InfoText = "You found $" + MT[GAMEAPP.CrntRoom].Tres + " in
305      the chest.";
306      MT[GAMEAPP.CrntRoom].Tres = 0;
307      this._toolTip.setText("You found $" + MT[GAMEAPP.CrntRoom].Tres + "
308      in the chest.");
309  }
310  };
311  //
312  //=====
```

```
304      //create a box Image (pseudo graphics) for the HTML5 canvas.
305      var box = function(options) {
306          var bxImg = GAMEAPP.game.add.bitmapData(options.length,options.
              width);
307          bxImg.ctx.beginPath();
308          bxImg.ctx.rect(0,0,options.length,options.width);
309          bxImg.ctx.fillStyle = options.color;
310          bxImg.ctx.fill();
311          return bxImg;
312      };
313      //
314      // =====
315
316      /* End of file */
317      /* Location: ./js/state/R17.js */
318
319
```