

```
1  /**
2   * File Name: R18.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.
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.R18 = {
25    preload: function(){
26      console.log("loading Room 18 state");
27      this.game.load.image('R18', 'assets/images/staticRooms/R18.jpg');
28      GAMEAPP.CrntRoom = 18;
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 18 state");
52      this.game.add.image(0, 0, 'R18');
53      var rect = new Phaser.Rectangle(140, 125, 90, 160);
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 - aligned to smaller rectangle
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:80,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:80,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(0,0,box({length:16,width:170,
71     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(0,0,box({length:16,width:170,
78     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.doorS = this.game.add.sprite(153,255,'doorButton');
86     //perfectly aligned over placeholder
87     GAMEAPP.doorS = this.doorS;
88     this.doorS.name = "South";
89     this.doorS.frameName = 'horizWood.bmp';
90     this.doorS.enableBody = true;
91     this.doorS.body.immovable = true;
92     this.doorS.inputEnabled = true;
93     this.game.physics.enable(this.doorS, Phaser.Physics.ARCADE);
94     this.doorS.events.onInputDown.add(this.newRoom, this);
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.CENTER);
104
105     }
106
107     this.inventorytxt = this.game.add.text(0, 0, "Inventory" , GAMEAPP
108     .styleBTN); // "Attack" button text;
109     this.exittxt = this.game.add.text(0, 0, "Exit" , GAMEAPP.styleBTN
110     ); // "Attack" button text;
111     this._toolTip = this.game.add.text(this.game.world.width-100, this
112     .game.world.height-90, GAMEAPP.InfoText, GAMEAPP.styleTT);
113     this._toolTip.anchor.set(0.5);
114     GAMEAPP.RoomAlert = "";
115
116     // Inventory button
117     this.inventoryButton = this.game.add.button(65, 338, 'button',
118     GAMEAPP._InventoryRoom, this, 2, 1, 0,1);
119     this.inventoryButton.anchor.set(0.5,0.5);
120     this.inventoryButton.scale.setTo(0.5,0.5);
121     this.inventoryButton.addChild(this.inventorytxt).anchor.set(0.5,
122     0.5);
123
124     // Exit button
125     this.exitButton = this.game.add.button(65, 361, 'button', GAMEAPP.
126     _ExitGame, this, 2, 1, 0,1);
127     this.exitButton.anchor.set(0.5,0.5);
128     this.exitButton.scale.setTo(0.5,0.5);
129     this.exitButton.addChild(this.exittxt).anchor.set(0.5,0.5);
130
131     //create an opponent; Check for monster in this room
132     if(MT[GAMEAPP.CrntRoom].Mnstr > 0){
133         GAMEAPP.RoomAlert = "Beware, a " + M[MT[GAMEAPP.CrntRoom].
134         Mnstr].Race + " is here!"
135         GAMEAPP.raTxt = this.game.add.text(this.game.world.width-268,
136         65, GAMEAPP.RoomAlert, GAMEAPP.styleRA);
137         GAMEAPP.raTxt.anchor.set(0);
138         this.enemy = this.game.add.sprite(MT[GAMEAPP.CrntRoom].mxPos,
139         MT[GAMEAPP.CrntRoom].myPos, 'avatar');
140         this.enemy.frameName = String(M[MT[GAMEAPP.CrntRoom].Mnstr].
141         icon+'.bmp');
142         this.enemy.body.collideWorldBounds = true;
143         this.game.physics.enable(this.enemy, Phaser.Physics.ARCADE);
144
145         GAMEAPP._PUpdate();
146         //clicking fight for mobile interaction
147         // Fight button
148         this.fighttxt = this.game.add.text(0, 0, "Fight" , GAMEAPP.
149         styleBTN);
150         this.fightButton = this.game.add.button(152, 338, 'button',
151         GAMEAPP._CombatCheck, this, 2, 1, 0,1);
152         this.fightButton.anchor.set(0.5,0.5);
153         this.fightButton.scale.setTo(0.5,0.5);
154         this.fightButton.addChild(this.fighttxt).anchor.set(0.5,0.5);
155
156         // Talk button
157         var talktxt = this.game.add.text(0, 0, "Talk" , GAMEAPP.

```

```

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

```

```
201         //Check for treasure in this room
202         if (MT[GAMEAPP.CrntRoom].Tres > 0) {
203
204             this.game.physics.arcade.collide(this.player, this.Treasure,
205                 this.CTreasure, null, this);
206
207         }
208         this._toolTip.setText(GAMEAPP.InfoText);
209     },
210     //
211     // =====
212     //
213     // =====
214     //Main ARRA Door click handler
215     newRoom: function(door){
216         GAMEAPP.LastRoom = GAMEAPP.CrntRoom;
217         GAMEAPP.LastDoor = door.name;
218         console.log('Last Door Used: '+GAMEAPP.LastDoor);
219     /**
220         if (door.name == "North"){
221
222             //debug
223             console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked:
224                 "+door.name);
225             this.camera.fade(0x000000, 200, false);
226             this.time.events.add(200, function() {
227
228                 this.game.state.start('R'+MT[GAMEAPP.CrntRoom].North);
229                 //ARRA Main Entrance (hard coded) rv_3 through rv_8
230             }, this);
231         }
232     */
233     /**
234         if (door.name == "East"){
235
236             //debug
237             console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked:
238                 "+door.name);
239             this.camera.fade(0x000000, 200, false);
240             this.time.events.add(200, function() {
241
242                 this.game.state.start('R'+MT[GAMEAPP.CrntRoom].East);
243                 //ARRA Main Entrance (hard coded) rv_3 through rv_8
244             }, this);
245         }
246     */
247     if (door.name == "South" ){
248
249         //debug
250         console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked: "
251             +door.name);
252         this.camera.fade(0x000000, 200, false);
253         this.time.events.add(200, function() {
254             this.game.state.start('R'+MT[GAMEAPP.CrntRoom].South);
255             //ARRA Main Entrance (hard coded) rv_3 through rv_8
256         }, this);
257     }
258     /**
```

```
251         if (door.name == "West"){
252
253             //debug
254             console.log("New Room #: "+GAMEAPP.CrntRoom+"; Door Clicked:
                "+door.name);
255             this.camera.fade(0x000000, 200, false);
256             this.time.events.add(200, function() {
257
                this.game.state.start('R'+MT[GAMEAPP.CrntRoom].West);
                //ARRA Main Entrance (hard coded) rv_3 through rv_8
258             }, this);
259         }
260     */
261 },
262 //
263 //=====
264 _talkToMonster: function(){
265     GAMEAPP.InfoText = "... mmm, not in the mood to negotiate?!";
266 },
267 //
268 //=====
269 CTreasure: function(){
270     CCP.HGold += MT[GAMEAPP.CrntRoom].Tres;
271     this.Treasure.kill();
272     GAMEAPP.InfoText = "You found $" + MT[GAMEAPP.CrntRoom].Tres + " in
        the chest.";
273     MT[GAMEAPP.CrntRoom].Tres = 0;
274     this._toolTip.setText("You found $" + MT[GAMEAPP.CrntRoom].Tres + "
        in the chest.");
275 }
276 };
277 //
278 // =====
279 //create a box Image (pseudo graphics) for the HTML5 canvas.
280 var box = function(options) {
281     var bxImg = GAMEAPP.game.add.bitmapData(options.length, options.
        width);
282     bxImg.ctx.beginPath();
283     bxImg.ctx.rect(0,0,options.length,options.width);
284     bxImg.ctx.fillStyle = options.color;
285     bxImg.ctx.fill();
286     return bxImg;
287 };
288 //
289 // =====
290
291 /* End of file */
292 /* Location: ./js/state/R18.js */
293
294
```