

## ImpactJS

- **Book:** Jesse Freeman's HTML5 with ImpactJS (Required)
- **PHP**
  - Savings levels created with Weltmeister
- **Apache**
  - Locally hosting testing your game
- **IDEs**
  - Not required, as ImpactJS has no IDE
  - WebStorm or PHP Storm, offers code hinting, project management, refactoring, and debugging
- **Browsers**
  - Chrome or Firefox recommended.
  - need a browser that support canvas and audio tag.

## LAMP / MAMP

- Overkill, need 'A' and 'P'
- **Mac:**
  - <http://www.mamp.info/en/index.html>
  - Yosemite workaround:
    - <https://www.computersnyou.com/3376/setup-apache-php-mysql-macosx-10-10-yosemite/>
    - <http://stackoverflow.com/questions/24583859/apache-localhost-username-not-working>
      - (I had to set 'AllowOverride All' to make it work properly – lborgav Sep 25 '14 at 18:33)
      - if you're trying to use PHP on Yosemite, you'll likely have to uncomment the following line from /etc/apache2/httpd.conf:
        - » LoadModule php5\_module libexec/apache2/libphp5.so
- **PC:**
  - <http://www.apachefriends.org/index.html>

## Set up a Game Folder

- Each game is self contained
- Copy 'impact' project folder (on Sites) directory on a MAC to a new project folder and name it whatever you want.
- Now you have everything you need, including a 'game environment' editor.
  - WeltMeister

## Structure of Project

- Hello World?
- impact project structure
  - lib Game's JS files (& source code of weltmeister)
  - index.htm Runs your game
  - media Art and Sound
  - weltmeister.html Level Editor
  - Tools PHP scripts, e.g., baking to protects your source code

## Access Game

- <http://localhost:8888> (MAMP setup does this)
- <http://localhost> (XAMP setup does this) -- this is standard

## Basic Game

- Start with a basic Game
- Open it up localhost
- Look at impact/lib/
  - Game (what you program)
  - Weltmeister
  - Impact (game engine)
- Impact JS Philosophy:
  - Create modules that enables you to loading JavaScript Source Files into Objects.
  - The modules are in lib folder

## main.js

```
1  ig.module(  
2    'game.my-file'  
3  )  
4  .requires(  
5    'impact.game',  
6    'impact.image',  
7    'game.other-file'  
8  )  
9  .defines(function(){  
10     // code for this module  
11  });
```