

Designing and Building an Emotionally Impactful Web Game

Web Unleashed 2019

Hi, I'm Catt!

- ◇ Senior Product Designer, **Etsy**
- ◇ Independent Game Developer
- ◇ Organizer of events!
- ◇ Maker of digital and physical things!

Today we'll discuss:

- ◇ My game, SweetXheart!
- ◇ How I programmed SweetXheart
- ◇ Lessons learned for finishing a project—especially a side one

CW: Catcalling

Sweet heart

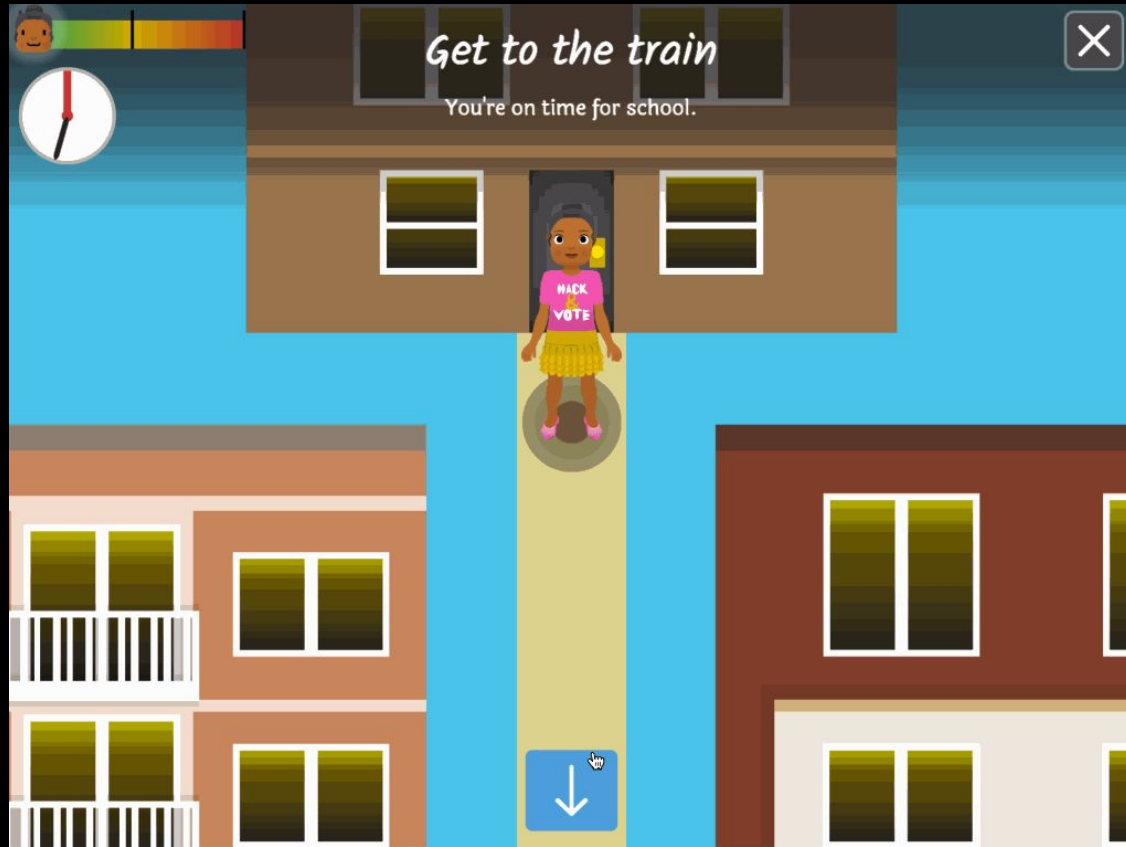
By Catt Small

Start new game

Microaggressions:
A thousand tiny cuts.













[alexkramerbanjo](#) 149 days ago

Wow, I found this really compelling. It really felt like a great tool for teaching empathy. It'd be cool if this could be turned into a platform where users could create their own versions of this game based on their own lives. Seems like it could be therapeutic.

[Reply](#)



[e2](#) 189 days ago (+1)

I had an okay week... and a great time playing this game!

[Reply](#)



[TangoMan75](#) 190 days ago

Awesome work!

[Reply](#)



[Madclaws](#) 190 days ago

I too need a kitty.... Thanks for making this.Was a relief after office.

[Reply](#)



[Heavyshotgun789](#) 194 days ago (+1)

Sooooooooooooo

Gooo

[Reply](#)

“

It captured so much — the hustle, pressures, stresses, micro/full-on aggressions, and monotony of daily life for the young, millennial Black femme character.

”

Julia Nguyen

“

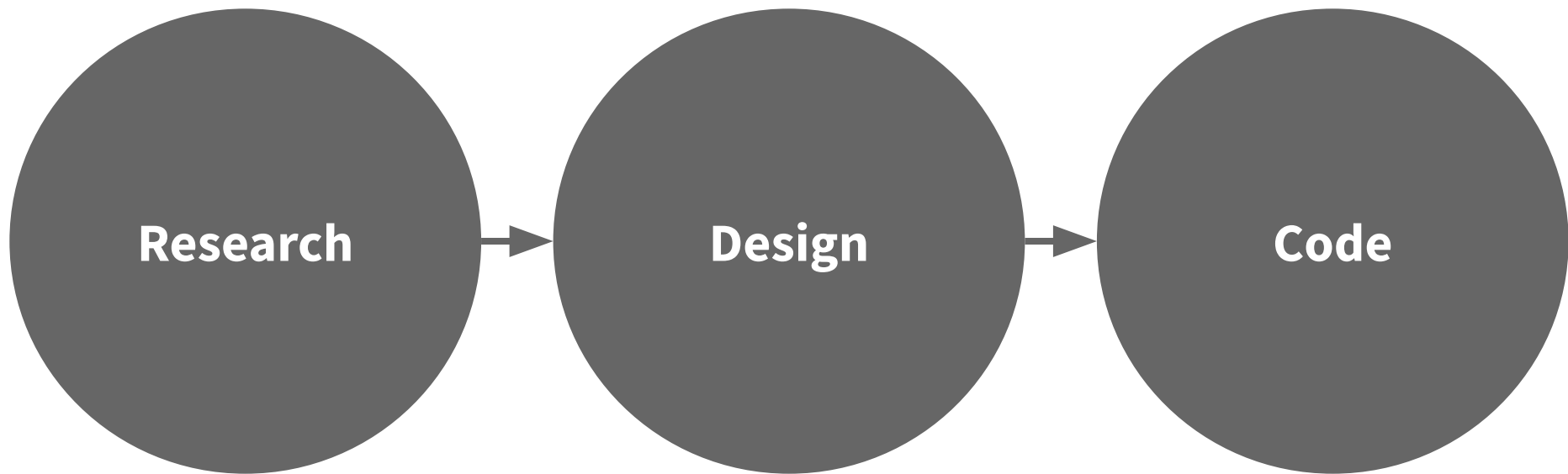
At first I laughed at the animation, then realized that real women tolerate that BS behavior every day. Suddenly not funny.

”

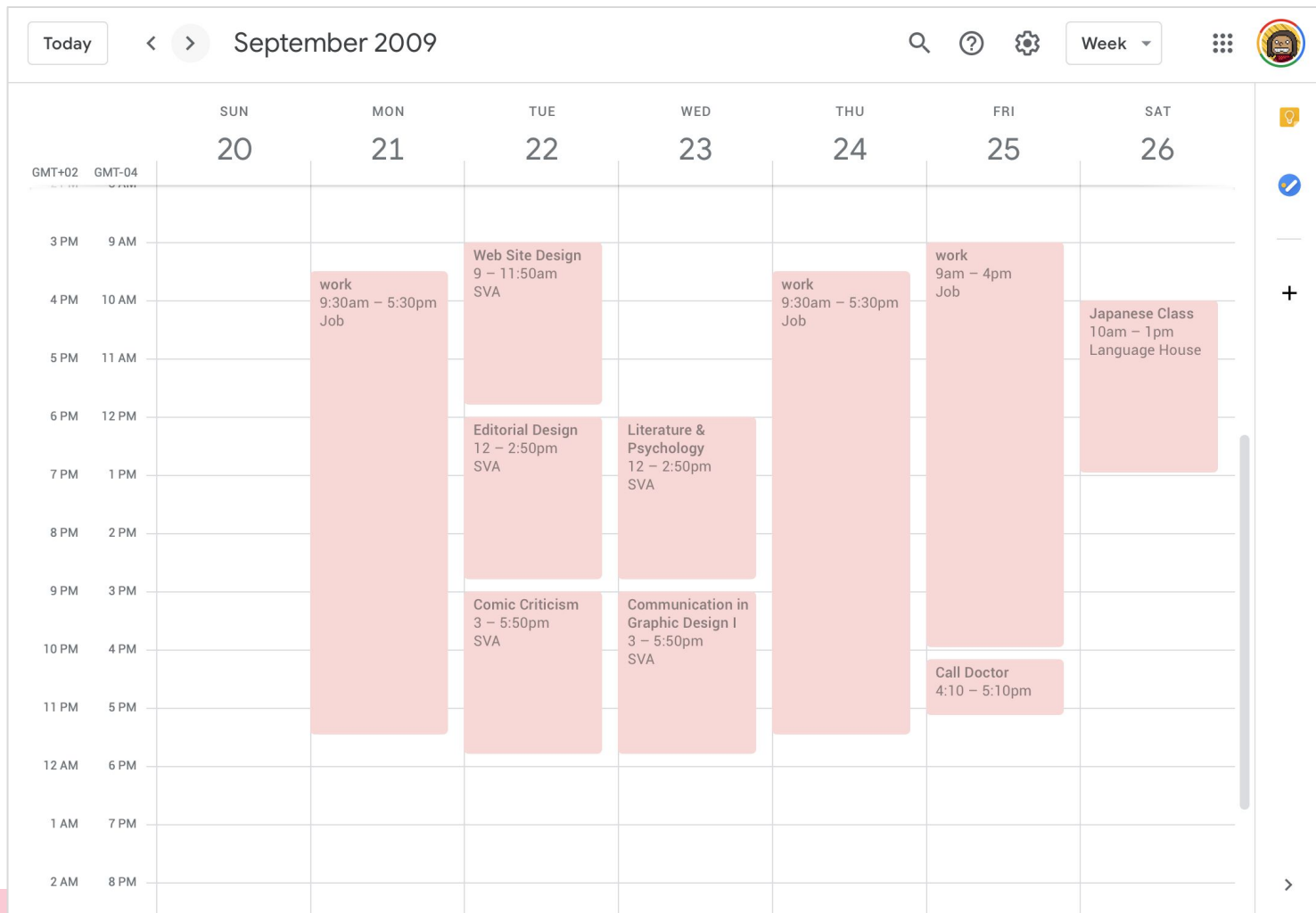
Stevenson Prescott

My game literally made
a person quit catcalling!

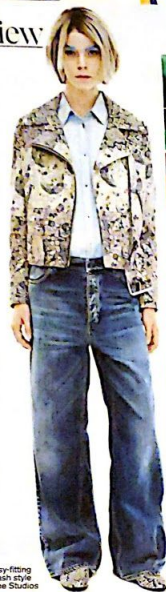
How I built SweetXheart



Step 1: Research



View



An easy-fitting
midwash style
by Acne Studios

5 THE SLOUCHY JE

Ease into the school season with denim's laid-back new look. Inspired by Acne Studio's signature super-size boot-cut and rapidly becoming a street-style staple, fall's best blues are relaxed to the max. So ditch your tired skinny jeans on the double because the fresh silhouette guarantees you'll be the coolest girl in a

86 AUGUST 2014

View **GOTTA have it**

SWEET 'N' LOW

Express yourself! **Ferragamo**
now lets you customize its iconic
Varing ballet flats.

Classics, like *drami* and *forsever*. The house of Ferragamo has time on its side—sixty-four years boasts a fan base that spans generations from 1950s movie star and fashion legend Audrey Hepburn to Alexa Chung, who turns heads in Italy with her cool gamine style. The Italian label's Linea Fiorentina series for the ages. We now can customize the line with the new, cropped Varanini bed-sleeve, which, debuting in 2004, year in production, and its sister design, the Varanini Tee. The feature is part of the launch of *Linea Fiorentina*, a project art-directed by photographer Gabriele Soriano. Frank, show classic trendsetters like Alexandra Berkland and Olivia Palermo in customized Varanini or Varas. Here's how the *Linea Fiorentina* process works: Select a shade color for the shade that strikes your fancy, then a base color. You can also choose from a wide range of plaid and brocade fabrics. Picking favorite colors can be fun, but with Ferragamo's timeless classic, it's simplest to go wrong. —MEDIA BRECHER

JULY 2012

Swim Spree
summer's must-haves
PHOTOGRAPHED BY STEPHANIE DRWEIL
Got SPF? Soak up the sun in
EDITOR: MARY KATE STEINMILLER
MARCY MARC JACOBS

W
k up the sun in
EDITOR: MARY KATE STEINMILLER

Summer

PHOTOGRAPH

RED VALENTINO
sandals, \$150
Red Valentino
San Francisco

RED VALENTINO
sandals, \$150
Red Valentino
San Francisco

**MARC BY
MARC JACOBS**
SWISS LUGER \$182
Electronics \$15

**MARC BY
MARC JACOBS**
SWISS LUGER \$182
Electronics \$15

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CHANEL
bragault, seloc
Chanel
bouffiquet

CHANEL
bragault, seloc
Chanel
bouffiquet

MICHAEL
MICHAEL SCOTTMICHAEL
MICHAEL SCOTT

GUEST

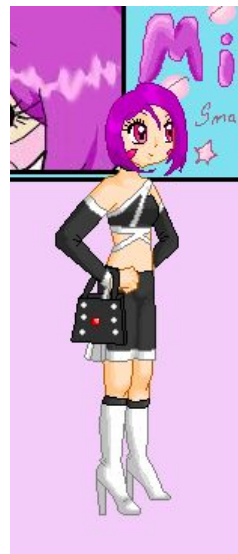
GUEST

MARC B.

MARC B.

Glam

@cattsmall

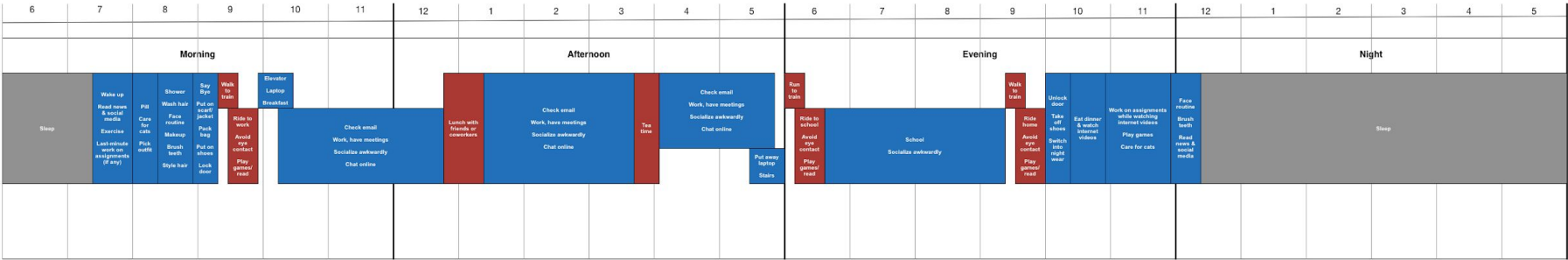




Step 2:

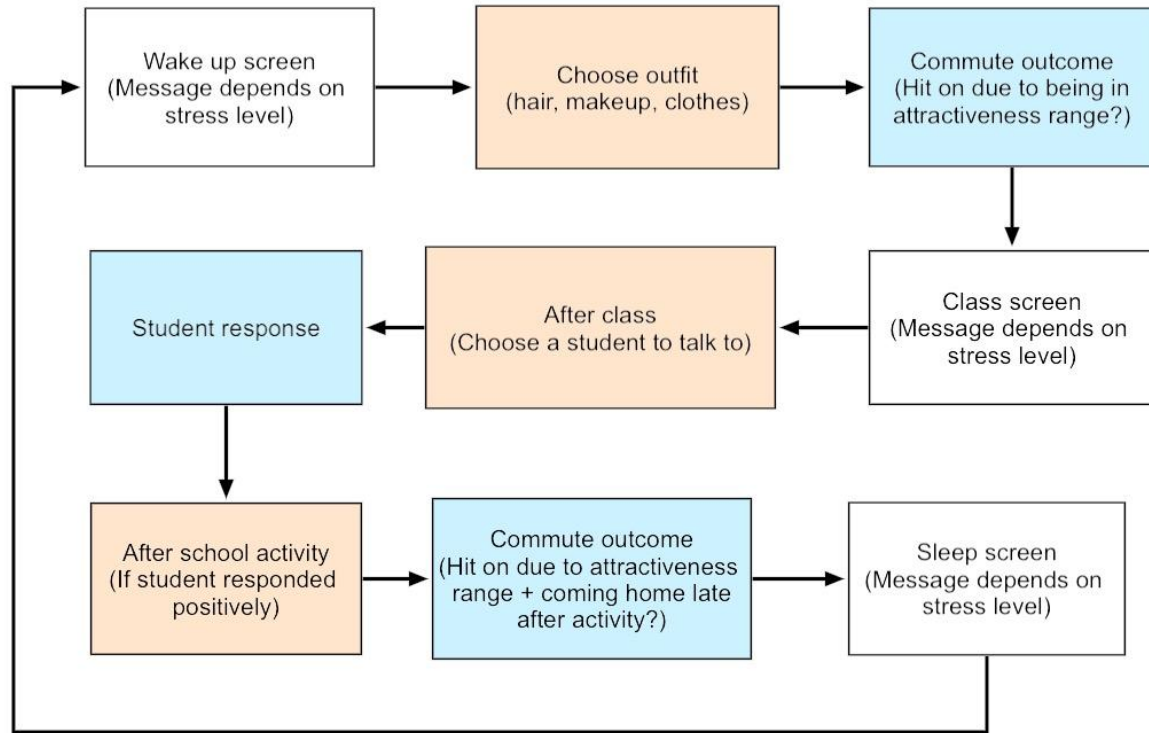
Design

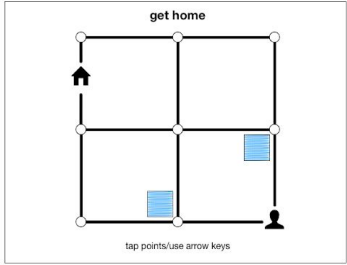
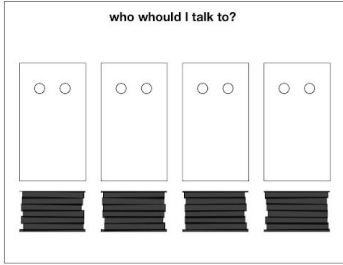
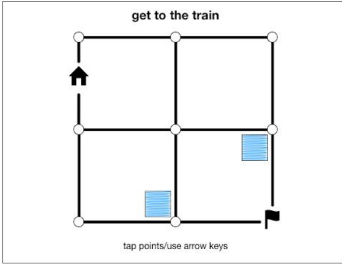
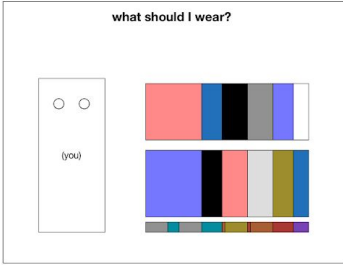
Now (2014)

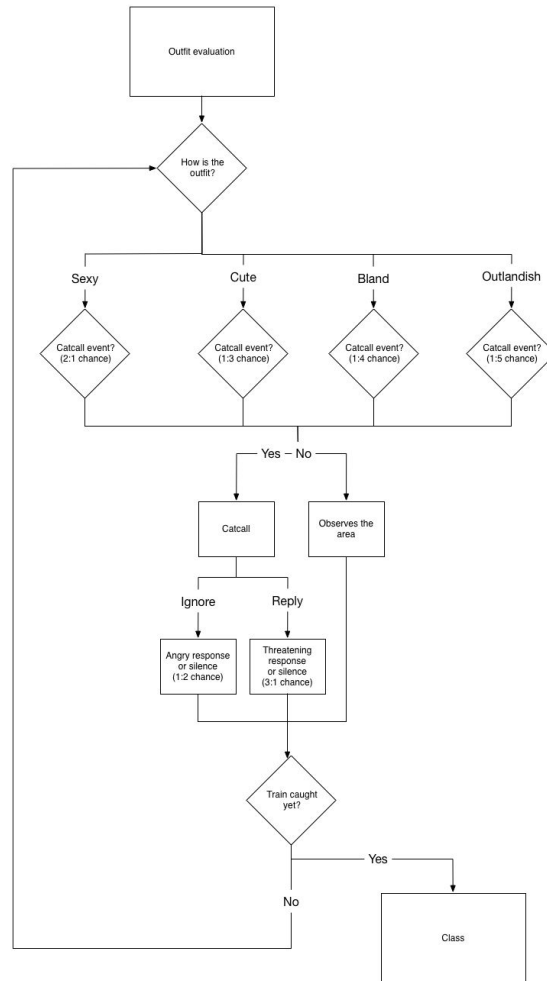


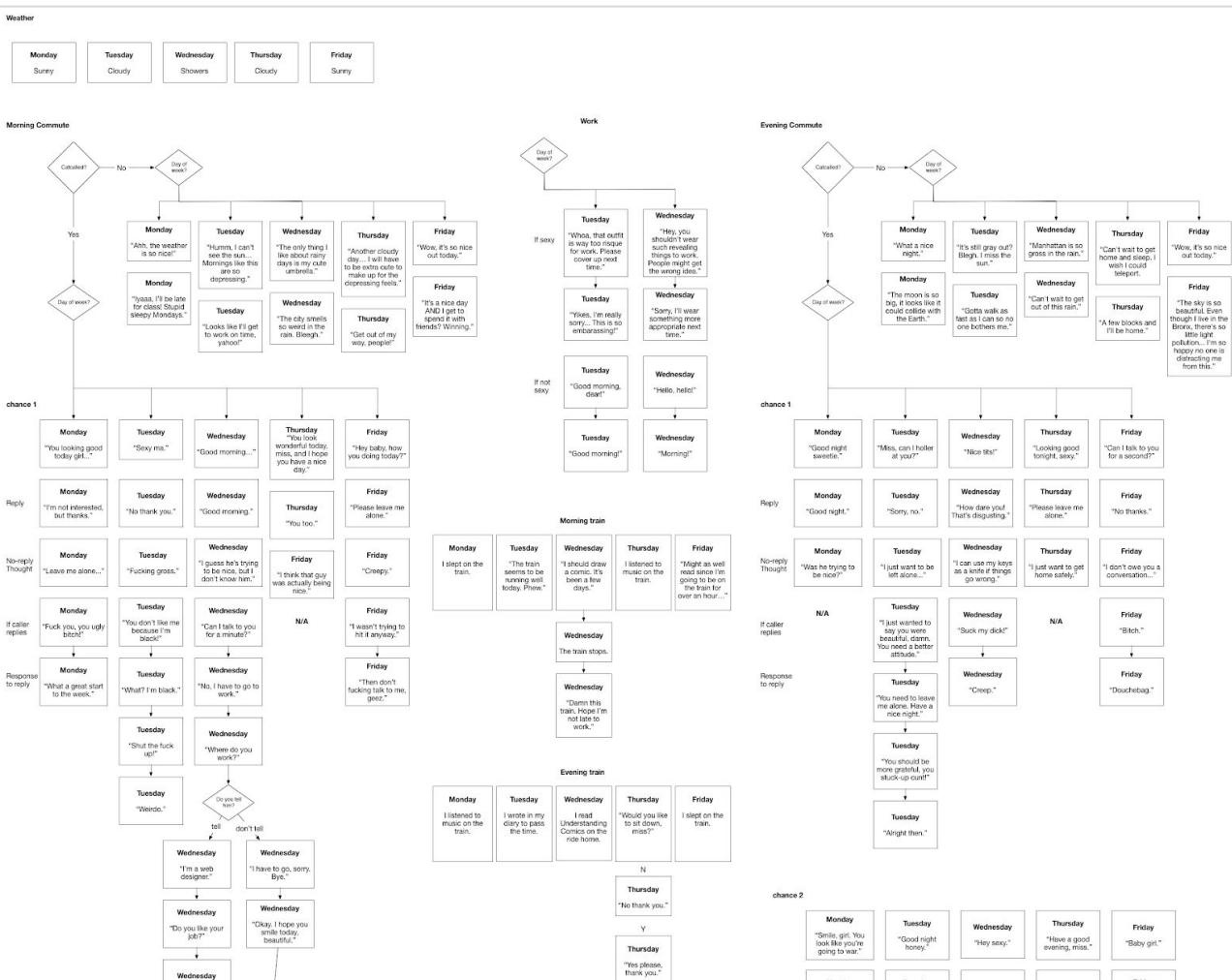
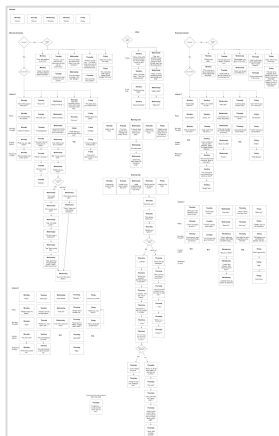
1 day in college





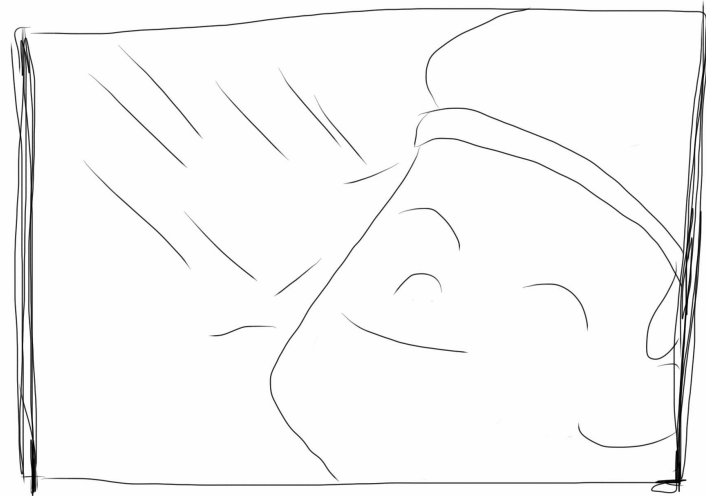
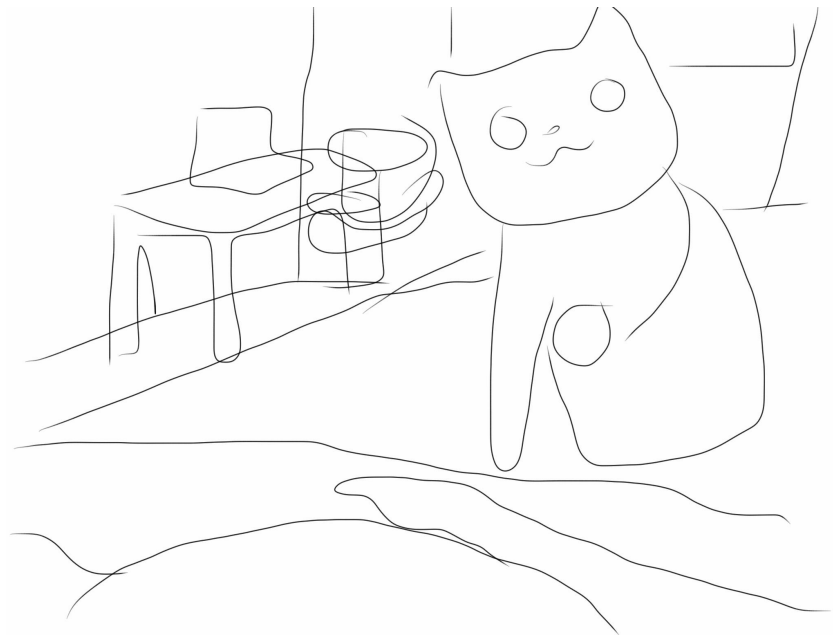


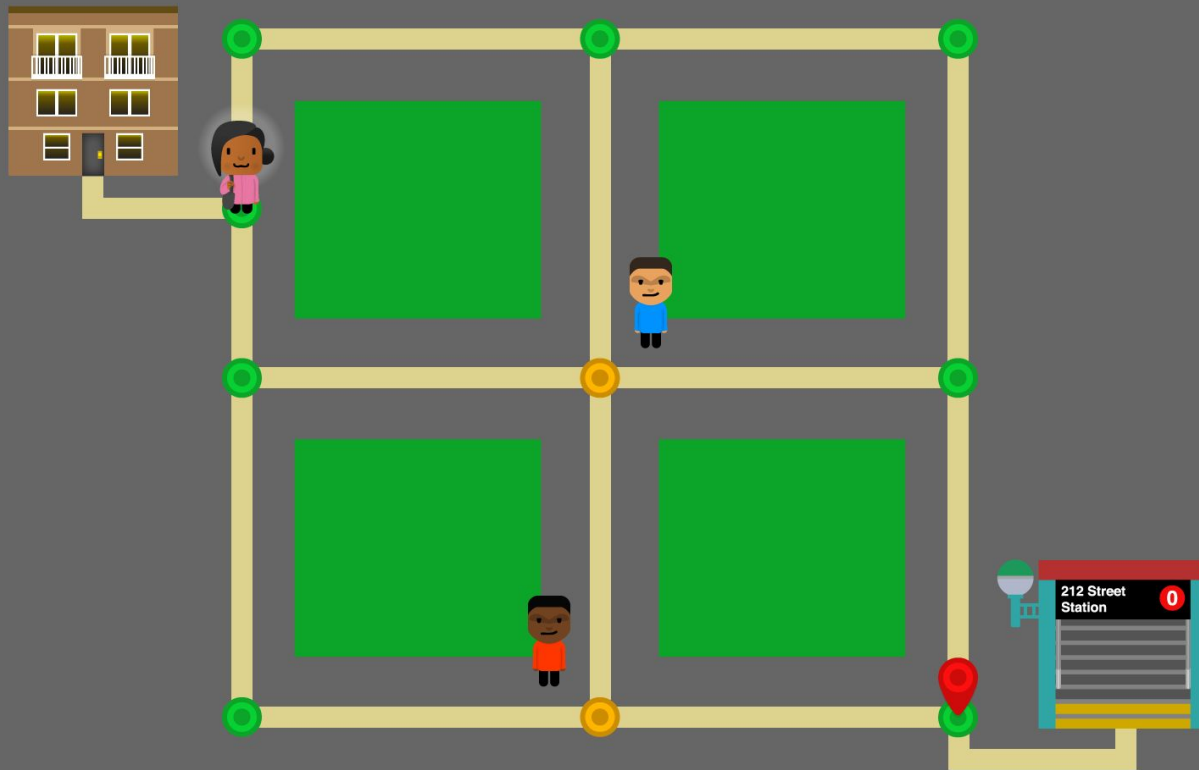




Randomness

Variety makes a small game feel less one-note and more replayable.





Step 3:

Code

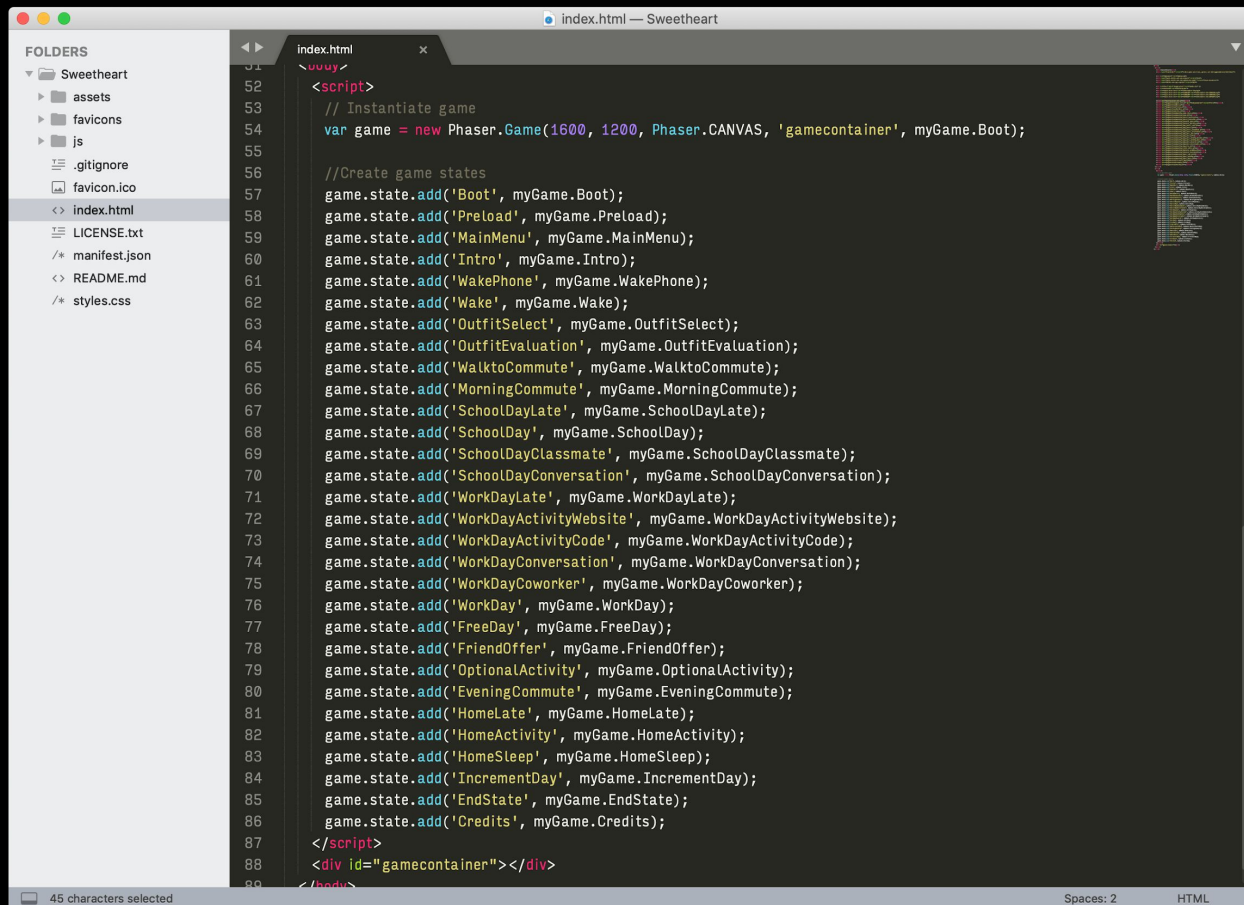


phaser.io

```
index.html — Sweetheart

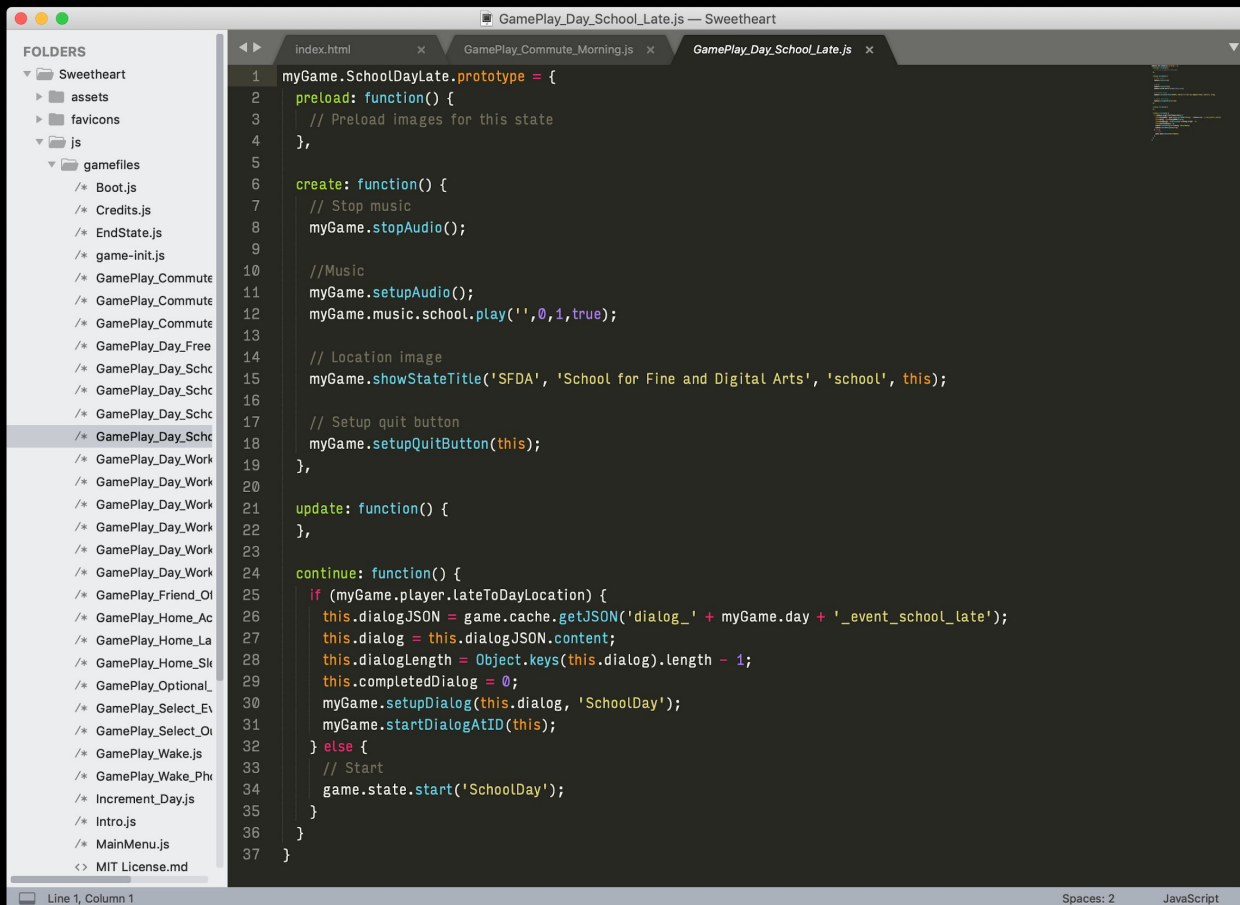
FOLDERS
Sweetheart
  assets
  favicons
  js
  .gitignore
  favicon.ico
  index.html
  LICENSE.txt
  manifest.json
  README.md
  styles.css

index.html
1 <html>
2 <head>
3   <title>SweetXheart</title>
4   <meta name="description" content="A video game about race, gender, and microaggressions by Catt Small">
5
6   <link rel="stylesheet" href="styles.css">
7   <meta name="apple-mobile-web-app-capable" content="yes">
8   <meta name="apple-mobile-web-app-status-bar-style" content="black-translucent">
9   <meta name="mobile-web-app-capable" content="yes">
10
11  <link rel="icon" type=" image/x-icon" href="favicon.ico" />
12  <link rel="manifest" href="manifest.json">
13  <link rel="apple-touch-icon" href="favicons/icon-ios.png">
14  <link rel="apple-touch-icon" sizes="152x152" href="favicons/icon-ios-152x152.png">
15  <link rel="apple-touch-icon" sizes="180x180" href="favicons/icon-ios-180x180.png">
16  <link rel="apple-touch-icon" sizes="167x167" href="favicons/icon-ios-167x167.png">
17
18  <script src="js/libs/phasex.min.js"></script>
19  <script src="js/gamefiles/game-init.js" type="text/javascript" charset="utf-8"></script>
20  <script src="js/gamefiles/Boot.js"></script>
21  <script src="js/gamefiles/Preload.js"></script>
22  <script src="js/gamefiles/MainMenu.js"></script>
23  <script src="js/gamefiles/Intro.js"></script>
24  <script src="js/gamefiles/GamePlay_Wake_Phone.js"></script>
25  <script src="js/gamefiles/GamePlay_Wake.js"></script>
26  <script src="js/gamefiles/GamePlay_Select_Outfit.js"></script>
27  <script src="js/gamefiles/GamePlay_Select_Evaluation.js"></script>
28  <script src="js/gamefiles/GamePlay_Commute_Walk.js"></script>
29  <script src="js/gamefiles/GamePlay_Commute_Morning.js"></script>
30  <script src="js/gamefiles/GamePlay_Day_School_Late.js"></script>
31  <script src="js/gamefiles/GamePlay_Day_School.js"></script>
32  <script src="js/gamefiles/GamePlay_Day_School_Classmate.js"></script>
33  <script src="js/gamefiles/GamePlay_Day_School_Conversation.js"></script>
34  <script src="js/gamefiles/GamePlay_Day_Work_Late.js"></script>
35  <script src="js/gamefiles/GamePlay_Day_Work.js"></script>
36  <script src="js/gamefiles/GamePlay_Day_Work_Activity_Website.js"></script>
37  <script src="js/gamefiles/GamePlay_Day_Work_Activity_Code.js"></script>
38  <script src="js/gamefiles/GamePlay_Day_Work_Coworker.js"></script>
```



The screenshot shows a code editor window titled "index.html — Sweetheart". On the left, a "FOLDERS" sidebar lists the project structure: Sweetheart (containing assets, favicons, js, .gitignore, favicon.ico, index.html, LICENSE.txt, manifest.json, README.md, and styles.css). The main editor area displays the content of index.html, which is a script for a Phaser game. The script starts with a comment "Instantiate game" and creates a new Phaser.Game instance with dimensions 1600x1200, using the Phaser.CANVAS engine and a 'gamecontainer' ID. It then defines a series of game states, each added to the game state manager. The states include: Boot, Preload, MainMenu, Intro, WakePhone, Wake, OutfitSelect, OutfitEvaluation, WalktoCommute, MorningCommute, SchoolDayLate, SchoolDay, SchoolDayClassmate, SchoolDayConversation, WorkDayLate, WorkDayActivityWebsite, WorkDayActivityCode, WorkDayConversation, WorkDayCoworker, WorkDay, FreeDay, FriendOffer, OptionalActivity, EveningCommute, HomeLate, HomeActivity, HomeSleep, IncrementDay, EndState, and Credits. The script ends with a closing script tag and a div tag with id="gamecontainer". The status bar at the bottom indicates "45 characters selected", "Spaces: 2", and "HTML".

```
51 <script>
52 // Instantiate game
53 var game = new Phaser.Game(1600, 1200, Phaser.CANVAS, 'gamecontainer', myGame.Boot);
54
55 //Create game states
56 game.state.add('Boot', myGame.Boot);
57 game.state.add('Preload', myGame.Preload);
58 game.state.add('MainMenu', myGame.MainMenu);
59 game.state.add('Intro', myGame.Intro);
60 game.state.add('WakePhone', myGame.WakePhone);
61 game.state.add('Wake', myGame.Wake);
62 game.state.add('OutfitSelect', myGame.OutfitSelect);
63 game.state.add('OutfitEvaluation', myGame.OutfitEvaluation);
64 game.state.add('WalktoCommute', myGame.WalktoCommute);
65 game.state.add('MorningCommute', myGame.MorningCommute);
66 game.state.add('SchoolDayLate', myGame.SchoolDayLate);
67 game.state.add('SchoolDay', myGame.SchoolDay);
68 game.state.add('SchoolDayClassmate', myGame.SchoolDayClassmate);
69 game.state.add('SchoolDayConversation', myGame.SchoolDayConversation);
70 game.state.add('WorkDayLate', myGame.WorkDayLate);
71 game.state.add('WorkDayActivityWebsite', myGame.WorkDayActivityWebsite);
72 game.state.add('WorkDayActivityCode', myGame.WorkDayActivityCode);
73 game.state.add('WorkDayConversation', myGame.WorkDayConversation);
74 game.state.add('WorkDayCoworker', myGame.WorkDayCoworker);
75 game.state.add('WorkDay', myGame.WorkDay);
76 game.state.add('FreeDay', myGame.FreeDay);
77 game.state.add('FriendOffer', myGame.FriendOffer);
78 game.state.add('OptionalActivity', myGame.OptionalActivity);
79 game.state.add('EveningCommute', myGame.EveningCommute);
80 game.state.add('HomeLate', myGame.HomeLate);
81 game.state.add('HomeActivity', myGame.HomeActivity);
82 game.state.add('HomeSleep', myGame.HomeSleep);
83 game.state.add('IncrementDay', myGame.IncrementDay);
84 game.state.add('EndState', myGame.EndState);
85 game.state.add('Credits', myGame.Credits);
86
87 </script>
88 <div id="gamecontainer"></div>
89 </body>
```

4 main game mechanics

- ◇ Dressup
- ◇ Commute
- ◇ Choose a conversation partner
- ◇ Dialogue

Mechanic 1:

Dressup

what should I wear?



// DRESSUP PSEUDOCODE

When I drag an item,

If the item collides with Kara's body,

Position it on Kara's body correctly.

If I have a full outfit,

Show the continue button.

Items

The screenshot displays a code editor window titled "GamePlay_Select_Outfit.js — SweetXheart". The left sidebar shows a file explorer with a project structure including folders like "json", "libs", ".gitignore", "favicon.ic", "index.htm", "LICENSE", "manifest.", and "packe". The main editor area contains JavaScript code for a game character outfit selection system. The code includes comments for base character properties, hair styles, and player stats.

```
// Base character
this.baseCharacter = this.add.sprite( 100, 300, 'baseCharacter_content');
this.baseCharacter.scale.x = 0.5;
this.baseCharacter.scale.y = 0.5;
this.physics.enable(this.baseCharacter, Phaser.Physics.ARCADE);

myGame.player.cuteness = 0;
myGame.player.sexiness = 0;
myGame.player.outlandishness = 0;
myGame.player.style = "";

// Hairstyles group
this.hairstyles = this.add.group();

// Hair
this.hair1 = this.hairstyles.create(this.baseCharacter.x + this.baseCharacter.width/2, this.baseCharacter.y, "hair1");
this.hair1.name = "hair1";
this.hair1.location = 0;
this.hair1.stats = {
    cuteness: 0,
    sexiness: 0,
    outlandishness: 0
}

myGame.outfit.hair = this.hair1;

this.hair2 = this.hairstyles.create(this.baseCharacter.x + this.baseCharacter.width/2, this.baseCharacter.y-21, "hair2");
this.hair2.name = "hair2";
this.hair2.location = 21;
this.hair2.stats = {
    cuteness: 5,
    sexiness: 2,
    outlandishness: 0
}
```

```
GamePlay_Select_Outfit.js — SweetXheart

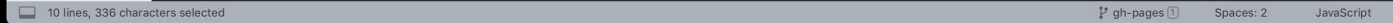
/* gami
/* Gam
346   outlandishness: 0
347 }
348
349 //Clothing input
350 this.clothes.forEach(function(item){
351   if (item.name.indexOf("shoes") > -1) {
352     item.anchor.setTo(0.5, 1);
353   } else {
354     item.anchor.setTo(0.5, 0);
355   }
356   item.scale.x = 0.5;
357   item.scale.y = 0.5;
358   game.physics.enable(item, Phaser.Physics.ARCADE);
359   item.inputEnabled = true;
360   item.input.enabledDrag();
361   item.events.onInputOver.add(this.showHoverInfo, this);
362   item.events.onInputOut.add(this.hideHoverInfo, this);
363   item.events.onInputDown.add(this.selectClothing, this);
364   item.events.onDragStart.add(this.moveClothing, this);
365   item.events.onDragStop.add(this.dropClothing, this);
366
367   if ((myGame.player.usedClothing.tops.indexOf(item.name) > -1) || myGame.player.usedClothing.bottoms.indexOf(item.name) > -1) {
368     item.kill();
369   }
370 }, this);
371
372 // Comb
373 this.comb = game.add.sprite( 450, 300, 'comb');
374 this.comb.scale.x = 0.75;
375 this.comb.scale.y = 0.75;
376 this.comb.desc = 'A comb to change hairstyles.';
377 this.comb.inputEnabled = true;
378 this.comb.events.onInputDown.add(this.changeHair, this);
379 this.comb.events.onInputOver.add(this.hairHighlight, this);
380 this.comb.events.onInputOut.add(this.hairHighlightFade, this);
381 this.comb.events.onInputOver.add(this.showHoverInfo, this);
382 this.comb.events.onInputOut.add(this.hideHoverInfo, this);
383
```

Items

Items

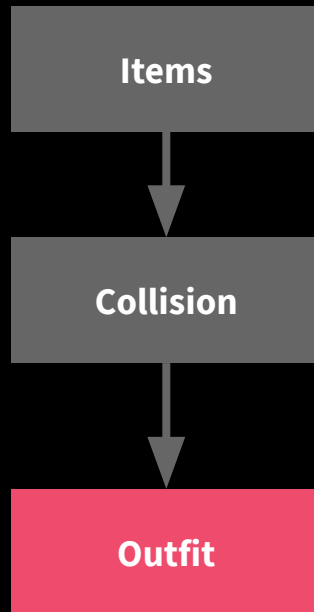
```
GamePlay_Select_Outfit.js — SweetXheart

/* gami
/* Gam
346   outlandishness: 0
347 }
/* Gam
348
/* Gam
349 //Clothing input
350 this.clothes.forEach(function(item){
351   if (item.name.indexOf("shoes") > -1) {
352     item.anchor.setTo(0.5, 1);
353   } else {
354     item.anchor.setTo(0.5, 0);
355   }
356   item.scale.x = 0.5;
357   item.scale.y = 0.5;
358   game.physics.enable(item, Phaser.Physics.ARCADE);
359   item.inputEnabled = true;
360   item.input.enabledDrag();
361   item.events.onInputOver.add(this.showHoverInfo, this);
362   item.events.onInputOut.add(this.hideHoverInfo, this);
363   item.events.onInputDown.add(this.selectClothing, this);
364   item.events.onDragStart.add(this.moveClothing, this);
365   item.events.onDragStop.add(this.dropClothing, this);
366
367   if ((myGame.player.usedClothing.tops.indexOf(item.name) > -1) || myGame.player.usedClothing.bottoms.indexOf(item.name) > -1) {
368     item.kill();
369   }
370 }, this);
371
372 // Comb
373 this.comb = game.add.sprite( 450, 300, 'comb');
374 this.comb.scale.x = 0.75;
375 this.comb.scale.y = 0.75;
376 this.comb.desc = 'A comb to change hairstyles.';
377 this.comb.inputEnabled = true;
378 this.comb.events.onInputDown.add(this.changeHair, this);
379 this.comb.events.onInputOver.add(this.hairHighlight, this);
380 this.comb.events.onInputOut.add(this.hairHighlightFade, this);
381 this.comb.events.onInputOver.add(this.showHoverInfo, this);
382 this.comb.events.onInputOut.add(this.hideHoverInfo, this);
383
```

The screenshot shows a code editor with a file named `GamePlay_Select_Outfit.js`. The code defines a `wearClothing` function that manages an outfit by adding or removing clothing items. It checks for existing items (top, bottom, shoes) and moves them back to a pool of available items before adding the new one.

```
482 wearClothing: function(clothing, character) {
483   clothing.x = character.x + (character.width/2);
484   clothing.y = character.y + clothing.location;
485   clothing.wearing = true;
486
487   if (clothing.name.indexOf("top") > -1) {
488     //Move previously selected item back
489     if (myGame.outfit.top != null && myGame.outfit.top.name != clothing.name) {
490       var itemToMove = this.clothes.children[this.clothes.getChildIndex(myGame.outfit.top)];
491       this.moveItemBack(itemToMove);
492     }
493
494     //Set new item
495     myGame.outfit.top = clothing;
496   } else if (clothing.name.indexOf("bottom") > -1) {
497     //Move previously selected item back
498     if (myGame.outfit.bottom != null && myGame.outfit.bottom.name != clothing.name) {
499       var itemToMove = this.clothes.children[this.clothes.getChildIndex(myGame.outfit.bottom)];
500       this.moveItemBack(itemToMove);
501     }
502
503     //Set new item
504     myGame.outfit.bottom = clothing;
505
506     // Move it over by 1
507     clothing.x-=1;
508   } else if (clothing.name.indexOf("shoes") > -1) {
509     //Move previously selected item back
510     if (myGame.outfit.shoes != null && myGame.outfit.shoes.name != clothing.name) {
511       var itemToMove = this.clothes.children[this.clothes.getChildIndex(myGame.outfit.shoes)];
512       this.moveItemBack(itemToMove);
513     }
514
515     //Set new item
516     myGame.outfit.shoes = clothing;
517   }
518 },
```



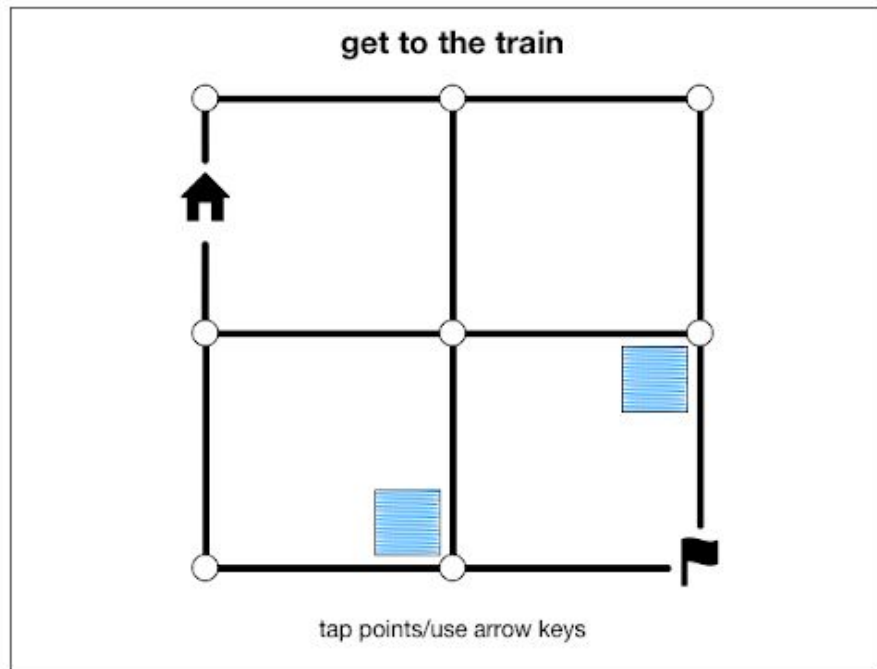


What should you wear to school?



Mechanic 2:

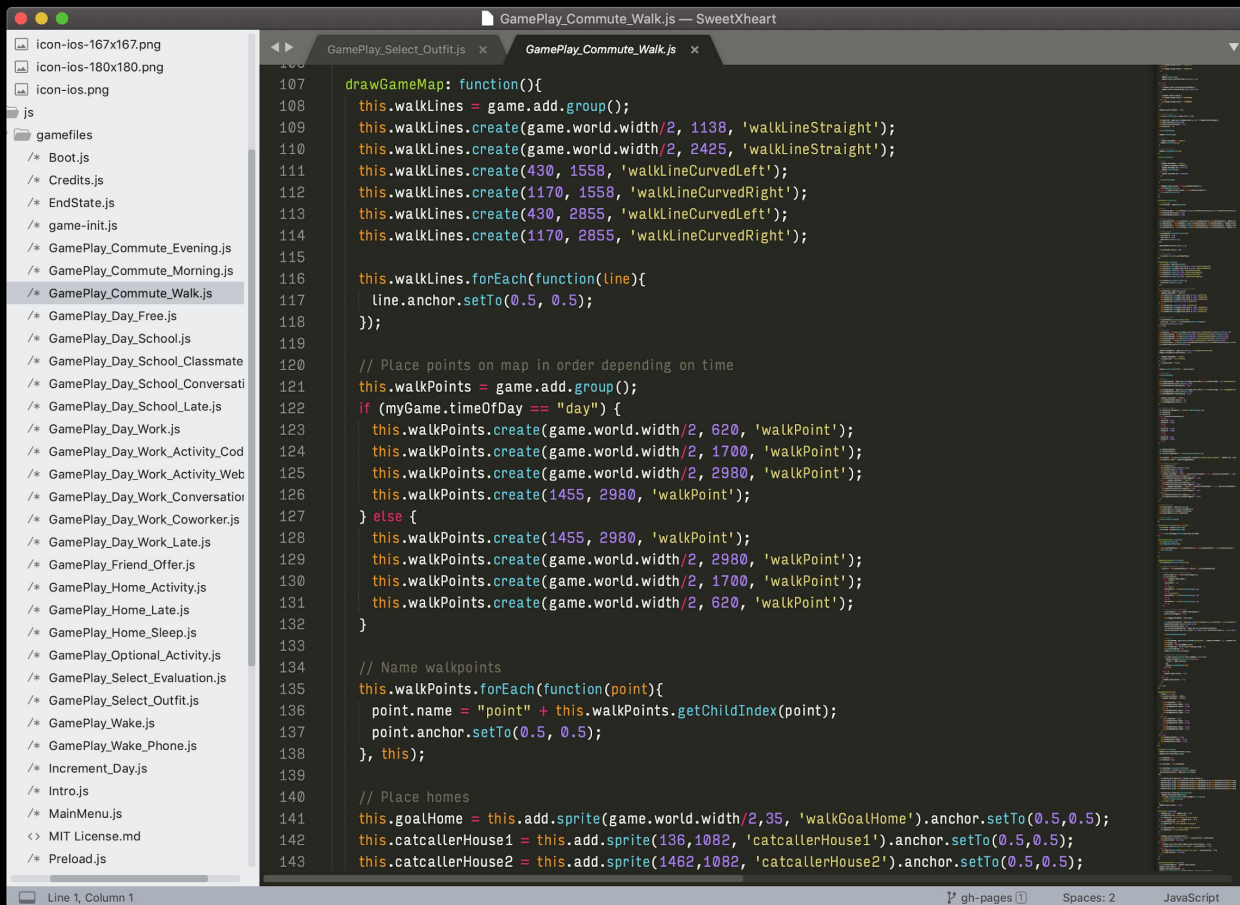
Commute



// COMMUTE PSEUDOCODE

When I click a direction button,
Kara should move in that direction.
If a catcaller notices Kara,
The catcaller should speak to Kara.

Map objects



```
106
107 drawGameMap: function(){
108   this.walkLines = game.add.group();
109   this.walkLines.create(game.world.width/2, 1138, 'walkLineStraight');
110   this.walkLines.create(game.world.width/2, 2425, 'walkLineStraight');
111   this.walkLines.create(430, 1558, 'walkLineCurvedLeft');
112   this.walkLines.create(1170, 1558, 'walkLineCurvedRight');
113   this.walkLines.create(430, 2855, 'walkLineCurvedLeft');
114   this.walkLines.create(1170, 2855, 'walkLineCurvedRight');
115
116   this.walkLines.forEach(function(line){
117     line.anchor.setTo(0.5, 0.5);
118   });
119
120   // Place points on map in order depending on time
121   this.walkPoints = game.add.group();
122   if (myGame.timeOfDay == "day") {
123     this.walkPoints.create(game.world.width/2, 620, 'walkPoint');
124     this.walkPoints.create(game.world.width/2, 1700, 'walkPoint');
125     this.walkPoints.create(game.world.width/2, 2980, 'walkPoint');
126     this.walkPoints.create(1455, 2980, 'walkPoint');
127   } else {
128     this.walkPoints.create(1455, 2980, 'walkPoint');
129     this.walkPoints.create(game.world.width/2, 2980, 'walkPoint');
130     this.walkPoints.create(game.world.width/2, 1700, 'walkPoint');
131     this.walkPoints.create(game.world.width/2, 620, 'walkPoint');
132   }
133
134   // Name walkpoints
135   this.walkPoints.forEach(function(point){
136     point.name = "point" + this.walkPoints.getChildIndex(point);
137     point.anchor.setTo(0.5, 0.5);
138   }, this);
139
140   // Place homes
141   this.goalHome = this.add.sprite(game.world.width/2, 35, 'walkGoalHome').anchor.setTo(0.5, 0.5);
142   this.catcallerHouse1 = this.add.sprite(136, 1082, 'catcallerHouse1').anchor.setTo(0.5, 0.5);
143   this.catcallerHouse2 = this.add.sprite(1462, 1082, 'catcallerHouse2').anchor.setTo(0.5, 0.5);
```


Map objects

```
140 // Place homes
141 this.goalHome = this.add.sprite(game.world.width/2,35, 'walkGoalHome').anchor.setTo(0.5,0.5);
142 this.catcallerHouse1 = this.add.sprite(136,1082, 'catcallerHouse1').anchor.setTo(0.5,0.5);
143 this.catcallerHouse2 = this.add.sprite(1462,1082, 'catcallerHouse2').anchor.setTo(0.5,0.5);
144 this.catcallerHouse3 = this.add.sprite(136,2376, 'catcallerHouse3').anchor.setTo(0.5,0.5);
145 this.goalStation = this.add.sprite(1405,2590, 'walkGoalStation').anchor.setTo(0.5,0.5);
146 this.walkPointGoal = this.add.sprite(this.walkPoints.children[3].x,this.walkPoints.children[3].y, 'walkP
147 this.walkPointGoal.anchor.setTo(0.5,0.5);
148
149 // Prompt text
150 myGame.dialogHeader = game.add.sprite( 0, 0, 'dialogLocationHeader');
151 myGame.dialogHeader.fixedToCamera = true;
152
153 if (myGame.timeOfDay == 'day') {
154     var goalLocation = 'to the train';
155 } else {
156     var goalLocation = 'home';
157 }
158
159 myGame.drawPromptText('Get ' + goalLocation);
160
161 // Draw player
162 this.drawPlayer();
163
164 // Buttons
165 this.walkDownButton = game.add.button(game.world.width/2, this.camera.height - 81, 'walkDownButton'
166 this.walkDownButton.anchor.setTo(0.5, 0.5);
167 this.walkDownButton.fixedToCamera = true;
168
169 this.walkRightButton = game.add.button(game.world.width/2, this.camera.height - 81, 'walkRightButton
170 this.walkRightButton.anchor.setTo(0.5, 0.5);
171 this.walkRightButton.fixedToCamera = true;
172
173 if (myGame.timeOfDay != 'day') {
174     this.walkDownButton.scale.y = -1;
175     this.walkRightButton.scale.x = -1;
176 }
```



```
168
169
170 this.walkRightButton = game.add.button(game.world.width/2, this.camera.height - 81, 'walkRightButton', this.movePlayer, this, 0,
171 this.walkRightButton.anchor.setTo(0.5, 0.5);
172 this.walkRightButton.fixedToCamera = true;
173
174 if (myGame.timeOfDay !== 'day') {
175     this.walkDownButton.scale.y = -1;
176     this.walkRightButton.scale.x = -1;
177 }
178
179 // Catcaller location
180 var catcallerLocationNumber = this.rnd.integerInRange(1, 3);
181 var catcallerX;
182 var catcallerY;
183 switch (catcallerLocationNumber){
184     case 1:
185         catcallerX = 136;
186         catcallerY = 1540;
187         break;
188     case 2:
189         catcallerX = 1462;
190         catcallerY = 1540;
191         break;
192     default:
193         catcallerX = 136;
194         catcallerY = 2835;
195         break;
196 }
197
198 var catcaller1Texture;
199 var catcaller2Texture;
200 var catcallerTriggerNumber = this.rnd.integerInRange(1, 2);
201
202 this.catcaller = this.add.sprite(catcallerX, catcallerY, 'speaker-image-catcaller' + myGame.day * catcallerTriggerNumber);
203 this.catcaller.number = catcallerTriggerNumber;
204
```

Map objects



Catcallers



```
340  this.walkLightButton.visible = false;
341  }
342  },
343
344  movePlayer: function() {
345    myGame.sounds.dialog.buttonClick1.play();
346    myGame.sounds.map.steps.play();
347
348    this.stepsTaken++;
349    var walkTweens = [];
350
351    var parentGroup = this.walkPlayer;
352
353    this.walkPlayer.forEach(function(item){
354      var childIndex = parentGroup.getChildIndex(item);
355      walkTweens[childIndex] = game.add.tween(item);
356    });
357
358    if (!walkTweens[0].isRunning && myGame.player.movable) {
359      walkTweens[0].to({x: this.walkPoints.children[this.stepsTaken].x, y: this.walkPoints.children[this.stepsTaken].y}, myGame.player.
360      walkTweens[1].to({x: this.walkPoints.children[this.stepsTaken].x, y: this.walkPoints.children[this.stepsTaken].y + myGame.outfit.
361      walkTweens[2].to({x: this.walkPoints.children[this.stepsTaken].x, y: this.walkPoints.children[this.stepsTaken].y + myGame.outfit.
362      walkTweens[3].to({x: this.walkPoints.children[this.stepsTaken].x, y: this.walkPoints.children[this.stepsTaken].y - myGame.outfit.
363      walkTweens[4].to({x: this.walkPoints.children[this.stepsTaken].x, y: this.walkPoints.children[this.stepsTaken].y + myGame.outfit.
364
365      walkTweens[0].onComplete.add(function(){
366        myGame.sounds.map.steps.stop();
367        this.time.events.add(Phaser.Timer.SECOND/10, function(){
368          this.checkPlayerLocation();
369        }, this), this);
370      }
371      myGame.player.movable = false;
372    },
373
374    monitorTime: function(){
375      if (myGame.day == 1 || myGame.day == 4) {
376        var dayLocationText = "for school";
377        var lateProblem = ". Your teacher won't be happy."
```

Map objects

Catcallers

Walking

```
231 // Check location
232 this.checkPlayerLocation();
233 },
234
235 checkOverlap: function(spriteA, spriteB) {
236   var boundsA = spriteA.getBounds();
237   var boundsB = spriteB.getBounds();
238
239   return Phaser.Rectangle.intersects(boundsA, boundsB);
240 },
241
242 checkPlayerLocation: function() {
243   this.toggleButtons(true);
244   this.triggerRandomCatcall();
245
246   if (this.walkPlayerBody.x == this.walkPointGoal.x && this.walkPlayerBody.y == this.walkPointGoal.y) {
247     this.continue();
248   }
249 },
250
251
252 triggerRandomCatcall: function() {
253   this.walkPoints.forEach(function(point) {
254
255     // Detect if player is on a point
256     if (point.x == this.walkPlayerBody.x && point.y == this.walkPlayerBody.y) {
257
258       // Detect if player is on dangerous point
259       if (point.dangerous && !point.catcallTriggered) {
260         var randomNumber;
261         switch (myGame.player.style) {
262           case "sexy":
263             randomNumber = 2;
264             break;
265           case "cute":
266             randomNumber = this.rnd.integerInRange(1, 2);
267             break;
268           case "outlandish":
269             // ...

```

Map objects

Catcallers

Walking

Catcall

@cattsmall

```
252 triggerRandomCatcall: function() {
253   this.walkPoints.forEach(function(point){
254
255     // Detect if player is on a point
256     if (point.x == this.walkPlayerBody.x && point.y == this.walkPlayerBody.y){
257
258       // Detect if player is on dangerous point
259       if (point.dangerous && !point.catcallTriggered) {
260         var randomNumber;
261         switch (myGame.player.style) {
262           case "sexy":
263             randomNumber = 2;
264             break;
265           case "cute":
266             randomNumber = this.rnd.integerInRange(1, 2);
267             break;
268           case "outlandish":
269             randomNumber = this.rnd.integerInRange(1, 3);
270             break;
271           default:
272             randomNumber = this.rnd.integerInRange(1, 4);
273             break;
274         }
275
276         // Detect if catcall was triggered
277         if (randomNumber == 2 || myGame.isDebugging) {
278           point.catcallTriggered = true;
279
280           this.triggeredPointName = point.name;
281
282           var catcallerExclamation = game.add.sprite(this.catcaller.x, this.catcaller.y - (this.catcaller.height) + 100, 'catcallerExclamation')
283           catcallerExclamation.anchor.setTo(0.5, 0);
284           catcallerExclamation.alpha = 0;
285           var catcallerExclamationTween = game.add.tween(catcallerExclamation);
286           catcallerExclamationTween.to( { alpha: 1 }, 100).to( { y: catcallerExclamation.y - 15 }, 400).to( { alpha: 0 }, 100).start();
287
288           this.showPlayerExclamation();
289         }
290       }
291     }
292   });
293 }
```

Map objects

Catcallers

Walking

Catcall

@cattsmall


```
391     this.timerText.setText("You're on time " + dayLocationText + ".");
392   } else {
393     this.timerText.setText("Hurry on you'll be late " + dayLocationText + "!");
394     this.timerText.tint = 0xff8003;
395   }
396 }
397 },
398 },
399 showPlayerExclamation: function(){
400   var currentStressNumber = myGame.player.stress;
401   myGame.player.stress += 3;
402   myGame.recentlyAddedStress += 3;
403   myGame.updateStressMeter(currentStressNumber, myGame.player.stress);
404   //
405   this.walkPlayerBody.loadTexture('baseCharacter_angry');
406   myGame.sounds.map.catcaller.play();
407   //
408   this.playerExclamation = this.walkPlayer.create(this.walkPlayerBody.x, this.walkPlayerBody.y - 80, 'playerExclamation');
409   this.playerExclamation.anchor.setTo(0.5, 0);
410   this.playerExclamation.animations.add("throb");
411   this.playerExclamation.animations.play("throb", 10, true);
412   //
413   this.playerExclamation.alpha = 0;
414   var playerExclamationTween = game.add.tween(this.playerExclamation);
415   //
416   playerExclamationTween.to( { alpha: 1 }, 100).to( { y: this.walkPlayerBody.y - 110 }, 400).to( { alpha: 0 }, 200).start();
417   this.time.events.add(Phaser.Timer.SECOND, function(){
418     this.playerExclamation.destroy();
419   }, this);
420 },
421 },
422 continue: function () {
423   // Set world bounds
424   this.world.setBounds(0, 0, game.width, 1200);
425   this.stage.backgroundColor = '#000000';
426   if (myGame.timeOfDay == 'day') {
427     this.state.start('MorningCommute');
```

Map objects

Catcallers

Walking

Catcall

@cattsmall



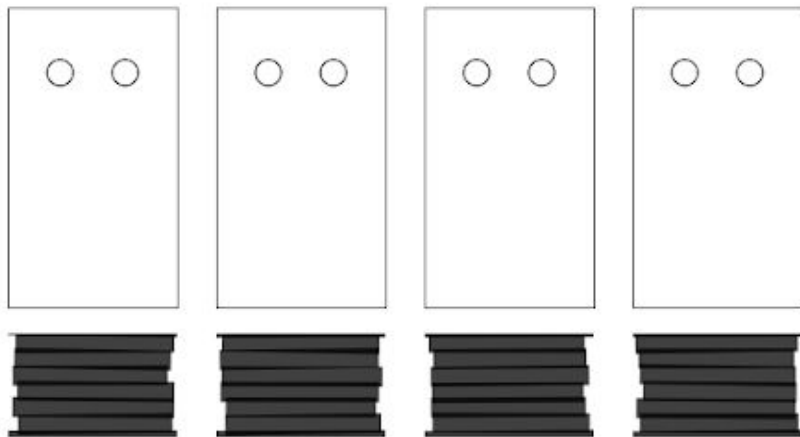




Mechanic 3:

Choose a conversation partner

who should I talk to?



// CONVERSATION PICKER (WORK) PSEUDOCODE

When Kara selects a person,

Depending on the quality of her work,

The person should react appropriately.



Arrange logical code

You still have time left.

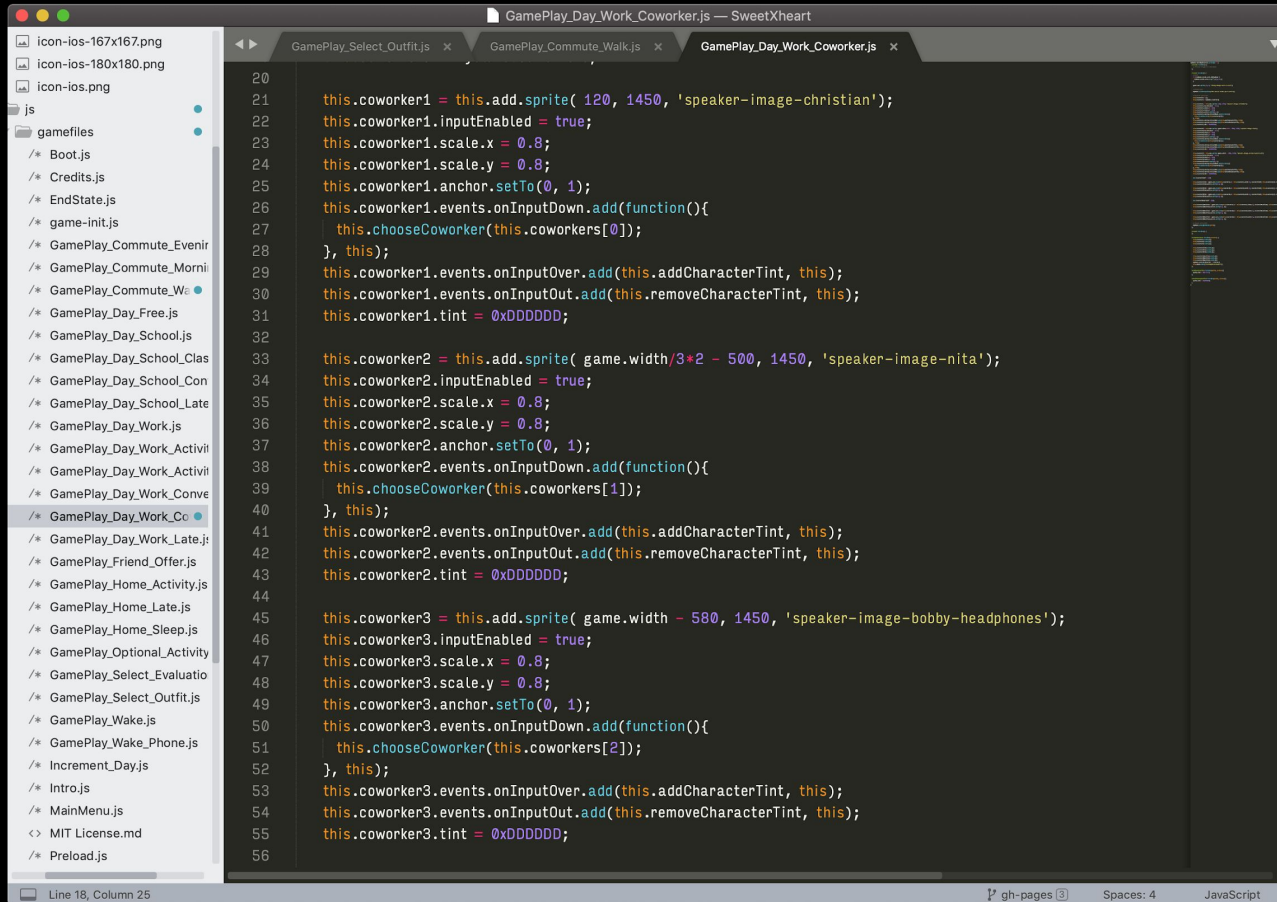


// JUMP LINK: The user has moved down the page, so show a link to top	// CAROUSEL: The user interacted with the carousel, so change the image	// CHAT BOX: The user has typed, so make the form able to be submitted	// CHAT BOX: A new message has been received, so display it onscreen
1. WHEN A new message has been submitted to the server	1. WHEN The user scrolls the page vertically	1. WHEN The input field value changes	1. WHEN The user clicks a carousel page button
2. IF The value of the input field is not empty	2. IF The current image is not being displayed	2. IF The window position is not at 0 pixels	2. IF The message has been downloaded from the server
3. THEN Remove the "disabled" attribute from the button	3. THEN Add a new list item with the message text to the list	3. THEN Display the link	3. THEN Display the image





Characters



The screenshot shows a code editor with a file explorer on the left and a code editor on the right. The file explorer shows a directory structure with files like 'icon-ios-167x167.png', 'icon-ios-180x180.png', 'icon-ios.png', 'js', 'gamefiles', 'Boot.js', 'Credits.js', 'EndState.js', 'game-init.js', 'GamePlay_Commute_Evenir', 'GamePlay_Commute_Morni', 'GamePlay_Commute_We', 'GamePlay_Day_Free.js', 'GamePlay_Day_School.js', 'GamePlay_Day_School_Clas', 'GamePlay_Day_School_Con', 'GamePlay_Day_School_Late', 'GamePlay_Day_Work.js', 'GamePlay_Day_Work_Activit', 'GamePlay_Day_Work_Activit', 'GamePlay_Day_Work_Conve', 'GamePlay_Day_Work_Co', 'GamePlay_Day_Work_Late.js', 'GamePlay_Friend_Offer.js', 'GamePlay_Home_Activity.js', 'GamePlay_Home_Late.js', 'GamePlay_Home_Sleep.js', 'GamePlay_Optional_Activity', 'GamePlay_Select_Evaluatio', 'GamePlay_Select_Outfit.js', 'GamePlay_Wake.js', 'GamePlay_Wake_Phone.js', 'Increment_Day.js', 'Intro.js', 'MainMenu.js', 'MIT License.md', and 'Preload.js'. The code editor shows the 'GamePlay_Day_Work_Coworker.js' file with the following code:

```
20
21
22   this.coworker1 = this.add.sprite( 120, 1450, 'speaker-image-christian');
23   this.coworker1.inputEnabled = true;
24   this.coworker1.scale.x = 0.8;
25   this.coworker1.scale.y = 0.8;
26   this.coworker1.anchor.setTo(0, 1);
27   this.coworker1.events.onInputDown.add(function(){
28     this.chooseCoworker(this.coworkers[0]);
29   }, this);
30   this.coworker1.events.onInputOver.add(this.addCharacterTint, this);
31   this.coworker1.events.onInputOut.add(this.removeCharacterTint, this);
32   this.coworker1.tint = 0xDDDDDD;
33
34   this.coworker2 = this.add.sprite( game.width/3*2 - 500, 1450, 'speaker-image-nita');
35   this.coworker2.inputEnabled = true;
36   this.coworker2.scale.x = 0.8;
37   this.coworker2.scale.y = 0.8;
38   this.coworker2.anchor.setTo(0, 1);
39   this.coworker2.events.onInputDown.add(function(){
40     this.chooseCoworker(this.coworkers[1]);
41   }, this);
42   this.coworker2.events.onInputOver.add(this.addCharacterTint, this);
43   this.coworker2.events.onInputOut.add(this.removeCharacterTint, this);
44   this.coworker2.tint = 0xDDDDDD;
45
46   this.coworker3 = this.add.sprite( game.width - 580, 1450, 'speaker-image-bobby-headphones');
47   this.coworker3.inputEnabled = true;
48   this.coworker3.scale.x = 0.8;
49   this.coworker3.scale.y = 0.8;
50   this.coworker3.anchor.setTo(0, 1);
51   this.coworker3.events.onInputDown.add(function(){
52     this.chooseCoworker(this.coworkers[2]);
53   }, this);
54   this.coworker3.events.onInputOver.add(this.addCharacterTint, this);
55   this.coworker3.events.onInputOut.add(this.removeCharacterTint, this);
56   this.coworker3.tint = 0xDDDDDD;
```

Who should review your work?



Christian

Preppy Connecticut native who likes card games and winter sports.



Nita

Bubbly New Yorker who always experiments with the latest tech.



Bobby

Hardcore engineer from the UK who obsessively reads Programmer News.

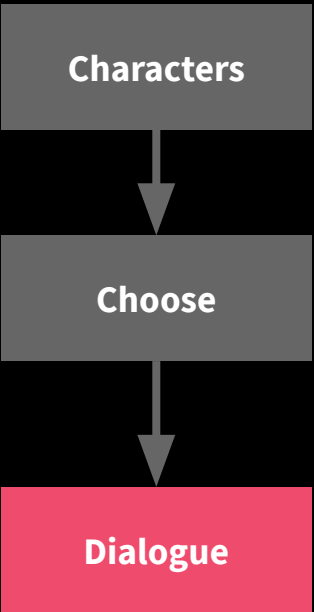


```
73   this.coworker2DescText = game.add.text(this.coworker2.x + this.coworker2.width/2, coworkerDescTextY, this.coworker2DescText);
74   this.coworker2DescText.anchor.setTo(0.5, 0);
75
76   this.coworker3DescText = game.add.text(this.coworker3.x + this.coworker3.width/2, coworkerDescTextY, this.coworker3DescText);
77   this.coworker3DescText.anchor.setTo(0.5, 0);
78
79   // Setup quit button
80   myGame.setupQuitButton(this);
81 },
82
83 update: function() {
84 },
85
86 chooseCoworker: function(coworker) {
87   this.coworker1.destroy();
88   this.coworker2.destroy();
89   this.coworker3.destroy();
90
91   this.coworker1Text.destroy();
92   this.coworker2Text.destroy();
93   this.coworker3Text.destroy();
94
95   this.coworker1DescText.destroy();
96   this.coworker2DescText.destroy();
97   this.coworker3DescText.destroy();
98   myGame.selectedCoworker = coworker;
99   this.state.start('WorkDayConversation');
100 },
101
102 addCharacterTint: function(sprite, pointer){
103   sprite.tint = 0xFFFFFF;
104 },
105
106 removeCharacterTint: function(sprite, pointer){
107   sprite.tint = 0xDDDDDD;
108 }
109 }
```

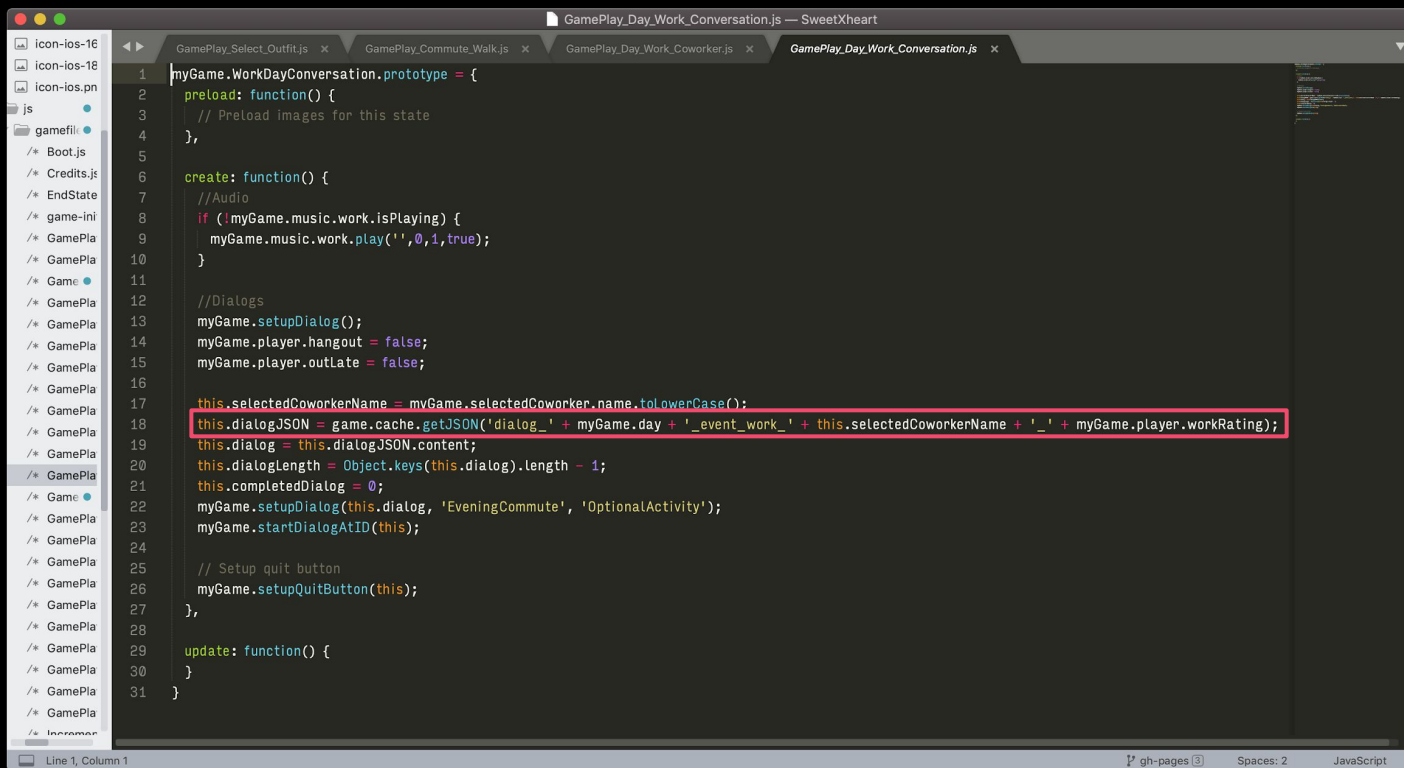
Characters



Choose



@cattsmall



```
1 myGame.WorkDayConversation.prototype = {
2   preload: function() {
3     // Preload images for this state
4   },
5
6   create: function() {
7     // Audio
8     if (!myGame.music.work.isPlaying) {
9       myGame.music.work.play('', 0, 1, true);
10    }
11
12    // Dialogs
13    myGame.setupDialog();
14    myGame.player.hangout = false;
15    myGame.player.outLate = false;
16
17    this.selectedCoworkerName = myGame.selectedCoworker.name.toLowerCase();
18    this.dialogJSON = game.cache.getJSON('dialog_' + myGame.day + '_event_work_' + this.selectedCoworkerName + '_' + myGame.player.workRating);
19    this.dialog = this.dialogJSON.content;
20    this.dialogLength = Object.keys(this.dialog).length - 1;
21    this.completedDialog = 0;
22    myGame.setupDialog(this.dialog, 'EveningCommute', 'OptionalActivity');
23    myGame.startDialogAtID(this);
24
25    // Setup quit button
26    myGame.setupQuitButton(this);
27  },
28
29  update: function() {
30  }
31 }
```

Characters

Choose

Dialogue



You

"Hey Bobby, I'm done with the modules Mr. Ruiz asked me to build. Can you look over it and give me some feedback?"

Continue

@cattsmall



Bobby

"Some of this doesn't work. Did you even test it? Now I have to fix it for you because it's clearly too complicated for you."

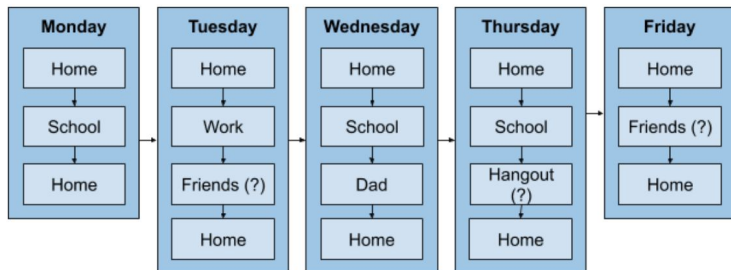
Continue

@cattsmall

Mechanic 4:

Dialogue

Game Flow



Monday

Home

Kara spends the weekend decompressing, so Mondays are tough for her. On Saturday and Sunday, she wakes up at 10. On Monday, she's up at 6:45. The time difference is a shock to her system. However, she always wakes up to get to school on time – she only has a certain number of latenesses before her teachers drop a grade.

She feeds the cat, then gets dressed and walks to the train.

Commute

On her way to the train, Kara might encounter two men. These men might add stress to her day. The more aggressively she responds, the more angry the men get.

The first man tells her she looks good today. If she says nothing, he says he was lying and that she's ugly. If she politely refuses his interest, he calls her ungrateful. If she aggressively refuses him, he calls her an ungrateful bitch.

The second man calls Kara sexy. If she says nothing, he doesn't say anything else. If she politely refuses his interest, he says she isn't shit. If she aggressively refuses him, he calls her a disrespectful slut who isn't worth shit.

Since she's still tired, she grabs a seat (which is easy since she's 3 stops from the end of the line) and falls asleep on the train.

SweetXheart character descriptions

Table of contents:

[Kara](#)

[Parents](#)

[Patrice](#)

[Kenny](#)

[School: classmates and teachers](#)

[Professor Jones](#)

[Professor Ng](#)

[So-yeon](#)

[Angelica](#)

[Jessie](#)

[Coworkers](#)

[Mr. Ruiz](#)

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[Friends](#)

[Ayana Harrison](#)

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[Jordan Vega](#)

[Love interests](#)

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[Angry](#)

[Stealth](#)

[Genuine](#)

Add-ons



Export Sheet Data

★★★★★ (146) offered by Chris Ingerson 31,026 users

MANAGE

Adjust a variety of options to format your exported data.

- XML or JSON formatting
- Sheets to export
- Format specific options like XML encoding and JSON array support
- Plus more!

Export Sheet Data

Format

Select Format

JSON

Select Sheet(s)

Custom

☐ All

☒ Characters

☐ NPCs

☒ Enemies

☒ Mooks

General Options

Replace existing file(s): ☐

Trash files in the folder with the same name and extension as the exported file.

Inline elements: ☒

Use newlines when formatting data.

JSON Options


Unwrap single row JSON: ☒

Visualize

OVERVIEW

Open source add-on for Google Sheets that allows users to export individual tabs or entire spreadsheets as XML or JSON.

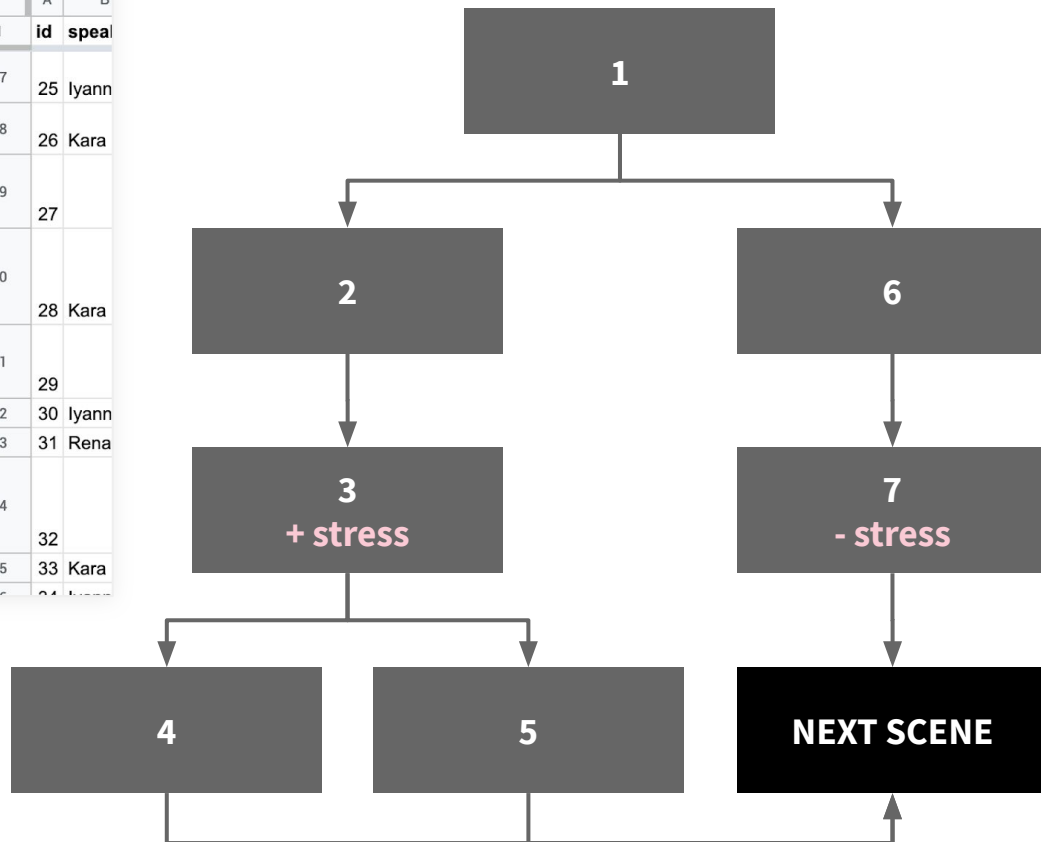
Export Sheet Data lets you export any Google Sheet document as a single XML or



Export

	A	B	C	D	E	F	G	H	I	J
1	id	speaker	text	image	dialogType	emotion	sound	stress	continueButton1	continueButton2
27	25	Iyanna	"That one is so fun. I'm not perfect at it yet, but an A- is really good!"	arcade					Continue, 26	
28	26	Kara	"You got a C. You feel bad. Iyanna dismisses the grade and walks off the dance mat, then Jordan walks back on."	arcade	info	sad	sfx_groan_1	2	Continue, 29	
29	27		"Scrolling through the menu, you land on a reasonable song called Everyland Sisters. Jordan agrees, so you select the song and it starts playing."	arcade	info				Continue, 28	
30	28	Kara	"It's a good pick for you – full of streaming arrows and crossover moves, but not too difficult to mess up. Two minutes pass and the song finishes. You hear more clapping, which makes you feel good."	arcade	info	happy	sfx_laugh_1	-2	Continue, 29	
31	29		"Jordan chooses the final song. Since it's your last one, he picks a harder song. You have a fun time trying to beat it and ultimately finish with a D rating."	arcade	info				Continue, 30	
32	30	Iyanna	"Nice!"	arcade					Continue, 31	
33	31	Renaud	"Good stuff! Let's keep switching up since no one else is here."	arcade					Continue, 32	
34	32		"You spend more time playing Dancing Extreme. Gladly, you all get to take turns playing with each other. After two hours, you're all exhausted. It's time to go home. Midtown's lights makes it look bright outside, but it's actually getting quite late."	arcade	info				Continue, 33	
35	33	Kara	"Anyone else hungry?"	arcade-2					Continue, 34	
36	34	Iyanna	"I don't have the funds right now, sorry."	arcade-2					Continue, 35	
37	35	Jordan	"Same, plus I have food at home."	arcade-2					Continue, 36	
38	36	Renaud	"Maybe another time!"	arcade-2					Continue, 37	
39	37		"Since no one can eat with you, you decide to go home. The lot of you walk to the train together. Once you're underground, you leave the group. No one else lives in the Bronx, so you'll be riding home alone."	arcade-2	info				Get on the train, null	

	A	B
1	id	speal
27	25	Iyann
28	26	Kara
29	27	
30	28	Kara
31	29	
32	30	Iyann
33	31	Rena
34	32	
35	33	Kara
36	34	Iyann



H	I
stress	continueButton1
	Continue, 26
2	Continue, 29
	Continue, 28
-2	Continue, 29
	Continue, 30
	Continue, 31
	Continue, 32
	Continue, 33
	Continue, 34
	Continue, 35
	Continue, 36
	Continue, 37
	Get on the train, null



You

Another morning...
Another morning...
Another morning...
Another morning...

OK

// DIALOGUE PSEUDOCODE

When the dialogue text is loaded,

Run through one line at a time and stop
at the end of each line.

If I click a dialogue button and there
is more dialogue,

I should see the next line of dialogue.

2_Event_Optional_Activity

File Edit View Insert Format Data Tools Add-ons Help Last edit was on January 31

100% \$ % .00 123 Arial 10 B I A

Export Sheet Data

	A	B
1	id	speaker text
22	20	Kara "Jordan selects the song. It setting. You finish with a ful makes you feel good."
23	21	Kara "Jordan selects the song. It setting. You finish with a ful makes you feel good."
24	22	Kara "I get to select the next son
25	23	"Scrolling through the meni Jordan seems concerned t to switch with him. She cha yours. You select the song.
26	24	Kara "Z0z really is fast. You have makes a few mistakes, but hope you can be as good a the song finishes."
27	25	Iyanna "That one is so fun. I'm not good!"
28	26	Kara "You got a C. You feel bad. walks off the dance mat, th
29	27	"Scrolling through the meni called Everyland Sisters. J and it starts playing."
30	28	Kara "It's a good pick for you – f moves, but not too difficult the song finishes. You hear good."
31	29	"Jordan chooses the final s a harder song. You have a ultimately finish with a D ra
32	30	Iyanna "Nice!"
33	31	Renaud "Good stuff! Let's keep switching up since no one else is here." arcade
		"You spend more time playing Dancing Extreme. Gladly you all

Visualized Data: 2_Event_Optional_Activity.json

```
{
  "content": {
    "0": {
      "id": 0,
      "speaker": "",
      "text": "You enter the building and take the escalator up to the third floor. You walk into the arcade area. It's loud and there are lights everywhere. Eventually, you locate the Dancing Extreme machine.\\"",
      "image": "arcade",
      "dialogType": "info",
      "emotion": "",
      "sound": "",
      "stress": "",
      "continueButton1": [
        "Continue",
        1
      ],
      "continueButton2": ""
    },
    "1": {
      "id": 1,
      "speaker": "Renaud",
      "text": "I want to go first! Iyanna, will you play with me?\"",
      "image": "arcade",
      "dialogType": "",
      "emotion": "",
      "sound": "",
      "stress": ""
    }
  }
}
```

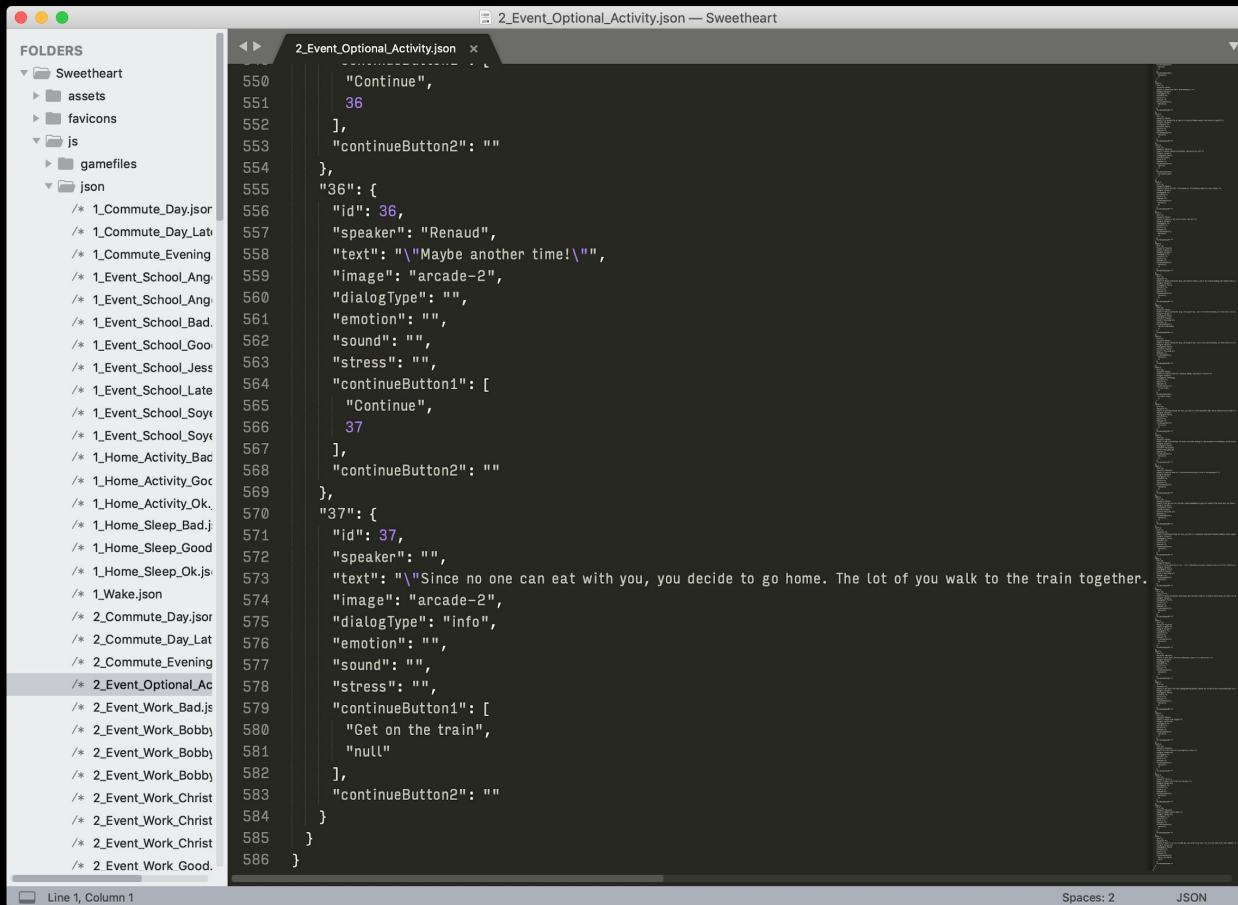
Note: Escaped characters may not display properly when visualized, but will be properly formatted in the exported data.

Export Close

Create JSON

Advanced JSON

Export Visualize



```
550     "Continue",
551     36
552   ],
553   "continueButton2": ""
554 },
555 "36": {
556   "id": 36,
557   "speaker": "Renaud",
558   "text": "\\\"Maybe another time!\\\"",
559   "image": "arcade-2",
560   "dialogType": "",
561   "emotion": "",
562   "sound": "",
563   "stress": "",
564   "continueButton1": [
565     "Continue",
566     37
567   ],
568   "continueButton2": ""
569 },
570 "37": {
571   "id": 37,
572   "speaker": "",
573   "text": "\\\"Since no one can eat with you, you decide to go home. The lot of you walk to the train together.",
574   "image": "arcade-2",
575   "dialogType": "info",
576   "emotion": "",
577   "sound": "",
578   "stress": "",
579   "continueButton1": [
580     "Get on the train",
581     null
582   ],
583   "continueButton2": ""
584 }
585 }
586 }
```

Create JSON


```
433 this.load.json('dialog_3_event_work_bobby_ok', 'js/json/3_Event_Work_Bobby_Ok.json');
434 this.load.json('dialog_3_event_work_bobby_good', 'js/json/3_Event_Work_Bobby_Good.json');
435
436 // JSON - daily events - friends
437 this.load.json('dialog_2_event_optional_activity', 'js/json/2_Event_Optional_Activity.json');
438 this.load.json('dialog_3_event_optional_activity', 'js/json/3_Event_Optional_Activity.json');
439 this.load.json('dialog_4_event_optional_activity_so-yeon', 'js/json/4_Event_Optional_Activity_Soyeon.json');
440 this.load.json('dialog_4_event_optional_activity_angelica', 'js/json/4_Event_Optional_Activity_Angelica.json');
441 this.load.json('dialog_5_home_hangout_offer_bad', 'js/json/5_Home_Hangout_Offer_Bad.json');
442 this.load.json('dialog_5_home_hangout_offer_ok', 'js/json/5_Home_Hangout_Offer_Ok.json');
443 this.load.json('dialog_5_home_hangout_offer_good', 'js/json/5_Home_Hangout_Offer_Good.json');
444 this.load.json('dialog_5_event_housevisit', 'js/json/5_Event_HouseVisit.json');
445
446 // JSON - home - activity
447 this.load.json('dialog_home_late', 'js/json/Home_Late.json');
448 this.load.json('dialog_1_home_activity_bad', 'js/json/1_Home_Activity_Bad.json');
449 this.load.json('dialog_1_home_activity_ok', 'js/json/1_Home_Activity_Ok.json');
450 this.load.json('dialog_1_home_activity_good', 'js/json/1_Home_Activity_Good.json');
451
452 this.load.json('dialog_2_home_activity_late_bad', 'js/json/2_Home_Activity_Late_Bad.json');
453 this.load.json('dialog_2_home_activity_late_ok', 'js/json/2_Home_Activity_Late_Ok.json');
454 this.load.json('dialog_2_home_activity_late_good', 'js/json/2_Home_Activity_Late_Good.json');
455 this.load.json('dialog_2_home_activity_bad', 'js/json/2_Home_Activity_Bad.json');
456 this.load.json('dialog_2_home_activity_ok', 'js/json/2_Home_Activity_Ok.json');
457 this.load.json('dialog_2_home_activity_good', 'js/json/2_Home_Activity_Good.json');
458
459 this.load.json('dialog_3_home_activity_late_bad', 'js/json/Home_Activity_Late_Bad.json');
460 this.load.json('dialog_3_home_activity_late_ok', 'js/json/Home_Activity_Late_Ok.json');
461 this.load.json('dialog_3_home_activity_late_good', 'js/json/Home_Activity_Late_Good.json');
462 this.load.json('dialog_3_home_activity_bad', 'js/json/3_Home_Activity_Bad.json');
463 this.load.json('dialog_3_home_activity_ok', 'js/json/3_Home_Activity_Ok.json');
464 this.load.json('dialog_3_home_activity_good', 'js/json/3_Home_Activity_Good.json');
465
466 this.load.json('dialog_4_home_activity_late_bad', 'js/json/Home_Activity_Late_Bad.json');
467 this.load.json('dialog_4_home_activity_late_ok', 'js/json/Home_Activity_Late_Ok.json');
468 this.load.json('dialog_4_home_activity_late_good', 'js/json/Home_Activity_Late_Good.json');
469 this.load.json('dialog_4_home_activity_bad', 'js/json/4_Home_Activity_Bad.json');
470 this.load.json('dialog_4_home_activity_ok', 'js/json/4_Home_Activity_Ok.json');
```

Create JSON



Load JSON

```
525
526 showDialog: function(dialog) {
527   if (myGame.player.movable) {
528     myGame.player.movable = false;
529   }
530
531   myGame.dialogWindow.visible = true;
532
533   if (dialog.speaker == myGame.player.name) {
534     var playerPronoun = 'You';
535     if (dialog.thinking) {
536       myGame.nameText.setText(playerPronoun + " (thinking)");
537     } else {
538       myGame.nameText.setText(playerPronoun);
539     }
540   } else if (dialog.speaker.toLowerCase().includes('catcaller')) {
541     myGame.nameText.setText('Random guy');
542   } else if (dialog.speaker) {
543     myGame.nameText.setText(dialog.speaker);
544   } else {
545     myGame.previousDialogSpeaker = "";
546   }
547
548   if (dialog.dialogType != 'info') {
549     myGame.nameText.visible = true;
550   }
551
552   var dialogTextContent = myGame.stripQuotes(dialog.text);
553   dialogTextContent = dialogTextContent.replace(/\n/g, '\n');
554   dialog.text = dialogTextContent;
555
556   if (typeof dialog.stress == "number") {
557     // if the amount the player is relieved by would put them under 0, set it at 0
558     var currentStressNumber = myGame.player.stress;
559     myGame.player.stress += dialog.stress;
560     myGame.recentlyAddedStress += dialog.stress;
561
562     myGame.updateStressMeter(currentStressNumber, myGame.player.stress);
```

Create JSON

Load JSON

Dialog setup

```
717 updateDialogText: function(dialog) {
718
719     // Repeat timer
720     game.dialogLetterTimer = game.time.events.repeat(30, dialog.text.length + 1, function(){
721
722         if (myGame.sounds) {
723             if (myGame.sounds.dialog.typing.isPlaying) {
724                 myGame.sounds.dialog.typing.stop();
725             }
726         }
727
728         myGame.dialogLine = dialog.text.substr(0, myGame.dialogLine.length + 1);
729         myGame.dialogText.setText(myGame.dialogLine);
730         if (myGame.sounds) {
731             myGame.sounds.dialog.typing.play();
732         }
733
734         if (myGame.dialogLine == myGame.fullDialogLine) {
735             myGame.showAllDialogText(dialog);
736         }
737     }, this);
738 },
```

Create JSON

Load JSON

Dialog setup

Display dialog



Work

Nimble Bee LLC



Next

@cattsmall

Finishing a project

Lessons learned

Lesson 1:

Test early and often

sweetXheart Usability & Game Design Feedback

Here is a link to play the game: <http://cattsmall.com/chilling-BOO/>

The game only works with mouse/touch input at the moment. You can play it on a computer or a tablet. It is a prototype so some things might not work (for example, some screens are blank and some scenes don't have music/repeat music).

If you find bugs, let me know using this form: <https://goo.gl/forms/va9wSUVMVtauoWIA2>
View known issues + feedback on my backlog: <https://trello.com/b/Rf0aHObD/sweetheart>

Please play through as much as you can before filling out this form. Be as honest as possible in your feedback. Thank you!!

* Required

What is your name? *

Your answer

Overall, how do you feel about the game?

Your answer

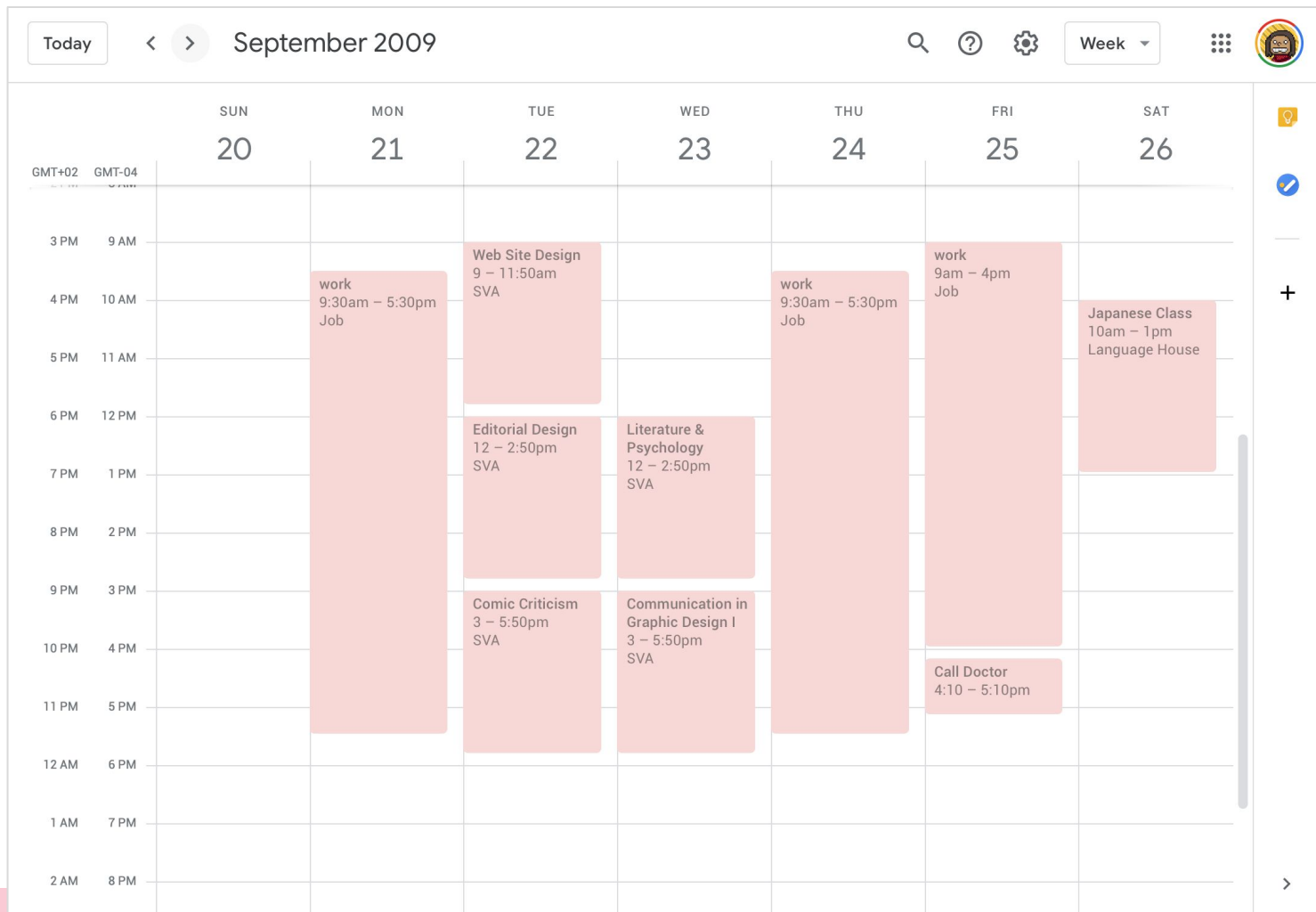
What do you think of the game's interface?

This refers to dialog boxes, buttons, etc.

Your answer

Lesson 2:

Get organized



Sweetheart



Personal



Public



PN

2



Invite

... Show Me

Game Design/Development

medium-priority

Click comb to change hair

medium-priority

LocalStorage save state with dialogue

+ Add another card

Writing

high-priority

More fulfilling conclusion

low-priority

EXTRAS: Talk back to mean people

low-priority

EXTRAS: Choose whether or not to pet kitty

+ Add another card

Art/Graphic Design/UX

high-priority

Weekend art

high-priority

More outfits

high-priority

Title screen

medium-priority

Finalize buttons

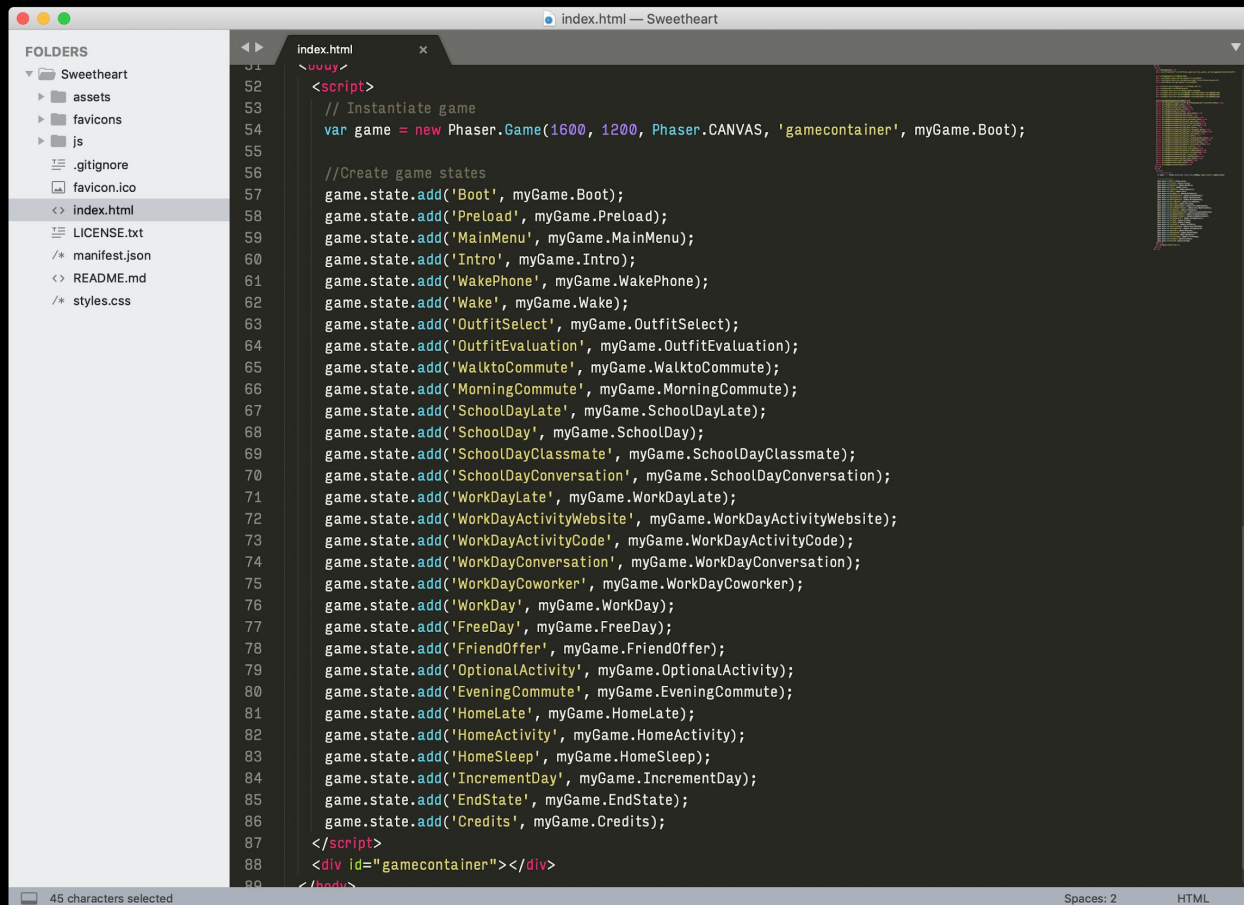
+ Add another card

Bugs

medium-priority

BUG: Fix the drop area issues in the work minigames

+ Add another card



The screenshot shows a code editor window titled "index.html — Sweetheart". On the left, a "FOLDERS" sidebar lists the project structure: "Sweetheart" (containing "assets", "favicons", "js", ".gitignore", "favicon.ico", "index.html", "LICENSE.txt", "manifest.json", "README.md", and "styles.css"). The main editor area displays the content of "index.html", which is a JavaScript script for a Phaser game. The script starts with a script tag, followed by game instantiation: `var game = new Phaser.Game(1600, 1200, Phaser.CANVAS, 'gamecontainer', myGame.Boot);`. It then defines a series of game states, each added to the game state object: `game.state.add('Boot', myGame.Boot);`, `game.state.add('Preload', myGame.Preload);`, `game.state.add('MainMenu', myGame.MainMenu);`, `game.state.add('Intro', myGame.Intro);`, `game.state.add('WakePhone', myGame.WakePhone);`, `game.state.add('Wake', myGame.Wake);`, `game.state.add('OutfitSelect', myGame.OutfitSelect);`, `game.state.add('OutfitEvaluation', myGame.OutfitEvaluation);`, `game.state.add('WalktoCommute', myGame.WalktoCommute);`, `game.state.add('MorningCommute', myGame.MorningCommute);`, `game.state.add('SchoolDayLate', myGame.SchoolDayLate);`, `game.state.add('SchoolDay', myGame.SchoolDay);`, `game.state.add('SchoolDayClassmate', myGame.SchoolDayClassmate);`, `game.state.add('SchoolDayConversation', myGame.SchoolDayConversation);`, `game.state.add('WorkDayLate', myGame.WorkDayLate);`, `game.state.add('WorkDayActivityWebsite', myGame.WorkDayActivityWebsite);`, `game.state.add('WorkDayActivityCode', myGame.WorkDayActivityCode);`, `game.state.add('WorkDayConversation', myGame.WorkDayConversation);`, `game.state.add('WorkDayCoworker', myGame.WorkDayCoworker);`, `game.state.add('WorkDay', myGame.WorkDay);`, `game.state.add('FreeDay', myGame.FreeDay);`, `game.state.add('FriendOffer', myGame.FriendOffer);`, `game.state.add('OptionalActivity', myGame.OptionalActivity);`, `game.state.add('EveningCommute', myGame.EveningCommute);`, `game.state.add('HomeLate', myGame.HomeLate);`, `game.state.add('HomeActivity', myGame.HomeActivity);`, `game.state.add('HomeSleep', myGame.HomeSleep);`, `game.state.add('IncrementDay', myGame.IncrementDay);`, `game.state.add('EndState', myGame.EndState);`, and `game.state.add('Credits', myGame.Credits);`. The script ends with a closing script tag and a closing div tag: `</div id="gamecontainer"></div>`. The status bar at the bottom indicates "45 characters selected", "Spaces: 2", and "HTML".

```
51 <script>
52
53 // Instantiate game
54 var game = new Phaser.Game(1600, 1200, Phaser.CANVAS, 'gamecontainer', myGame.Boot);
55
56 //Create game states
57 game.state.add('Boot', myGame.Boot);
58 game.state.add('Preload', myGame.Preload);
59 game.state.add('MainMenu', myGame.MainMenu);
60 game.state.add('Intro', myGame.Intro);
61 game.state.add('WakePhone', myGame.WakePhone);
62 game.state.add('Wake', myGame.Wake);
63 game.state.add('OutfitSelect', myGame.OutfitSelect);
64 game.state.add('OutfitEvaluation', myGame.OutfitEvaluation);
65 game.state.add('WalktoCommute', myGame.WalktoCommute);
66 game.state.add('MorningCommute', myGame.MorningCommute);
67 game.state.add('SchoolDayLate', myGame.SchoolDayLate);
68 game.state.add('SchoolDay', myGame.SchoolDay);
69 game.state.add('SchoolDayClassmate', myGame.SchoolDayClassmate);
70 game.state.add('SchoolDayConversation', myGame.SchoolDayConversation);
71 game.state.add('WorkDayLate', myGame.WorkDayLate);
72 game.state.add('WorkDayActivityWebsite', myGame.WorkDayActivityWebsite);
73 game.state.add('WorkDayActivityCode', myGame.WorkDayActivityCode);
74 game.state.add('WorkDayConversation', myGame.WorkDayConversation);
75 game.state.add('WorkDayCoworker', myGame.WorkDayCoworker);
76 game.state.add('WorkDay', myGame.WorkDay);
77 game.state.add('FreeDay', myGame.FreeDay);
78 game.state.add('FriendOffer', myGame.FriendOffer);
79 game.state.add('OptionalActivity', myGame.OptionalActivity);
80 game.state.add('EveningCommute', myGame.EveningCommute);
81 game.state.add('HomeLate', myGame.HomeLate);
82 game.state.add('HomeActivity', myGame.HomeActivity);
83 game.state.add('HomeSleep', myGame.HomeSleep);
84 game.state.add('IncrementDay', myGame.IncrementDay);
85 game.state.add('EndState', myGame.EndState);
86 game.state.add('Credits', myGame.Credits);
87 </script>
88 <div id="gamecontainer"></div>
89 </body>
```

Lesson 3:

Ask for help

Catt Small is creating video ga

https://www.patreon.com/cattsmall

PATREON


Find a creator

Create On Patreon

Explore Creators

Sign Up

Log In



Catt Small is creating video games + sharing knowledge about tech, UX, and games


OverviewPosts

BECOME A PATRON

45 patrons

+ FOLLOW

SHARE



SHARE

TWEET

GOALS

View all

<>


45 of 50 patrons

If 50 people supported my work, that would probably cover all of the annual internet hosting fees for the stuff I create.


SoulForm - Live Performance by Ca...

Watch later

Share



O hai! I'm Catt.



TIERS

FeelsGood.png

\$1 or more per month

You can feel good about supporting an overachieving woman of color in tech and games! Emotional labor is hard, but you're making it easier. Plus, you'll get access to my Patreon Lens feed with photo updates.

JOIN \$1 TIER

MuchThanksWow.jpeg

\$5 or more per month

Yesss 🤗 this is about the cost of a matcha latte at my favorite food shop. Thank you muchly!

Patrons at this level will get

@cattsmall

Lesson 4:

Stop upgrading

The game would
not be finished if I kept
chasing newness.

Lesson 5:

Know when to call it done

“Good enough” is great.

Just ship it!

Resources!

- **LucidChart** - lucidchart.com
- **Phaser** - phaser.io
- **Export Sheet Data** - Google Sheets
> Add-ons > Get add-ons

Thank you!

Play the game:

cattsmall.itch.io/sweetxheart