Spot The Difference:The Garden

1. **Game File:**

   ● Assets Folder - This folder consist of all the game assets and audio files.
   ● Plugins Folder - This folder consists of a Phaser framework file.
   ● Js Folder - This folder consists of javascript files. Each levels are created as a separate JS file for your easy access.

Name	Date modified	Type	Size
assets	22-11-2023 18:04	File folder	
js	22-11-2023 18:14	File folder	
vendor	22-11-2023 17:41	File folder	
index.html	22-11-2023 18:23	Chrome HTML Do...	2 KB

2. **Js File**

● **Game.js -** In this JS file, the Initial loading of assets is placed here and from here only the user navigates from the **loader screen** to the **title screen**.

```
173              useHandCursor: true,
174              pixelPerfect: true
175          })
176          loaderplay.visible = false
177 ▼      this.load.on('complete', function () {
178              loaderbarbg.visible = false
179              lpbar1.visible = false
180              loadtext.visible = false
181 ▼          if (pageNo == 1) {
182                  loaderplay.visible = true
183 ▼              loaderplay.on('pointerover', function () {
184                      loaderplay.setScale(1.05)
185                  }, this);
186 ▼              loaderplay.on('pointerout', function () {
187                      loaderplay.setScale(1)
188                  }, this);
189 ▼              loaderplay.once('pointerdown', function () {
190                      this.scene.scene.stop('initialloader')
191                      game.scene.start('titlescreen')
192
193                  }, this);
194 ▼          } else {
195                  loadFinish = true;
196              }
197          });
198          //audio
199          this.load.audio('boden', ['assets/audio/bmusic.mp3', 'assets/audio/bmusic.ogg']);
200          this.load.audio('itemclick', ['assets/audio/itemclick.mp3', 'assets/audio/itemclick.ogg']);
201          this.load.audio('clickss', ['assets/audio/click.mp3', 'assets/audio/click.ogg']);
202          this.load.audio('complete', ['assets/audio/complete.mp3', 'assets/audio/complete.ogg']);
203          this.load.audio('shower', ['assets/audio/shower.mp3', 'assets/audio/shower.ogg']);
204          this.load.audio('sbubble', ['assets/audio/sbubble.mp3', 'assets/audio/sbubble.ogg']);
205          this.load.audio('glitter', ['assets/audio/glitter.mp3', 'assets/audio/glitter.ogg']);
206          this.load.audio('dollin', ['assets/audio/dollin.mp3', 'assets/audio/dollin.ogg']);
207          this.load.audio('setclick', ['assets/audio/setclick.mp3', 'assets/audio/setclick.ogg']);
208
```

● **Titlescreen.js -** Here, you can find title animation, and play button-down functionality.

- Also **logomutefun()** is declared here, which is used in all the levels for handling the **mute** button and **background sound** functionality.

```
▼ function logomutefun() {


      if(pageNo>2){
          music.volume=0.2
      }

      soundmute = game.scene.scenes[pageNo].add.image(510, 40, 'soundmute').setOrigin(0.5, 0.5).setInteractive({
          pixelPerfect: true,
          useHandCursor: true
      })
      soundmute.setScale(0.7)


      if (isMuted) {
          soundmute.setFrame(1)
          music.pause();
          clicksound.pause();
      }



      function logo2overstart() {
          this.setScale(0.75)
      }

      function logo2outstart() {
          this.setScale(0.7)
      }
```

- For play button functionality, please check the below screenshot.

```
  });
▼ function titlescreenstart() {




      play.on('pointerover', playoverstart)
      play.on('pointerout', playoutstart)
      play.on('pointerdown', playdownstart)
      play.on('pointerup', playupstart)

      function playoverstart() {
          this.setScale(1.05)
      }

      function playoutstart() {
          this.setScale(1)
      }

      function playdownstart() {
          if (!startgame2 && loadFinish) {
              startgame2 = true
              playsoundeffects('itemclick')
              this.setScale(1)

              transitionIn()
          }
      }

      function playupstart() {

      }
```

3. **Loader Layout:**

● If you like to add your website logo or branding in the loader page, just replace the loadlogo image in assets -> loader folder with your own branding.
● Make sure you rename your branding as loadlogo, so that it works perfectly.

loaderbackground.png   loaderbarbg.png   loadermask.png   loaderpad.png   loaderprogress.png   loadlogo.png   loadtext.png   play.png
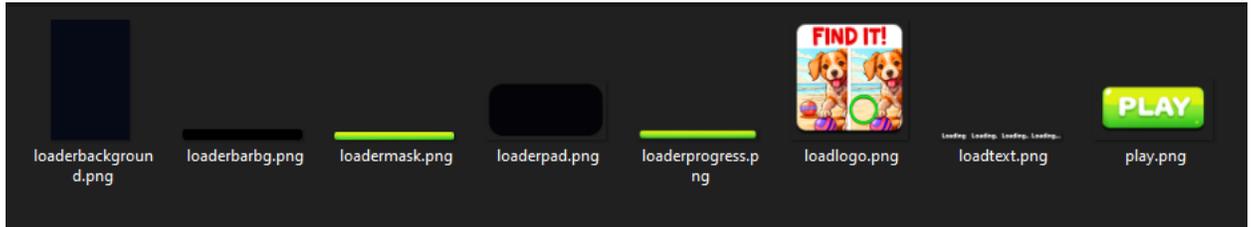
4. **Sounds:**

● You can change game background sounds in assets -> audio ->bmusic. Need to change both ogg and mp3 file.
● You can also able to change click sounds in audio folder.
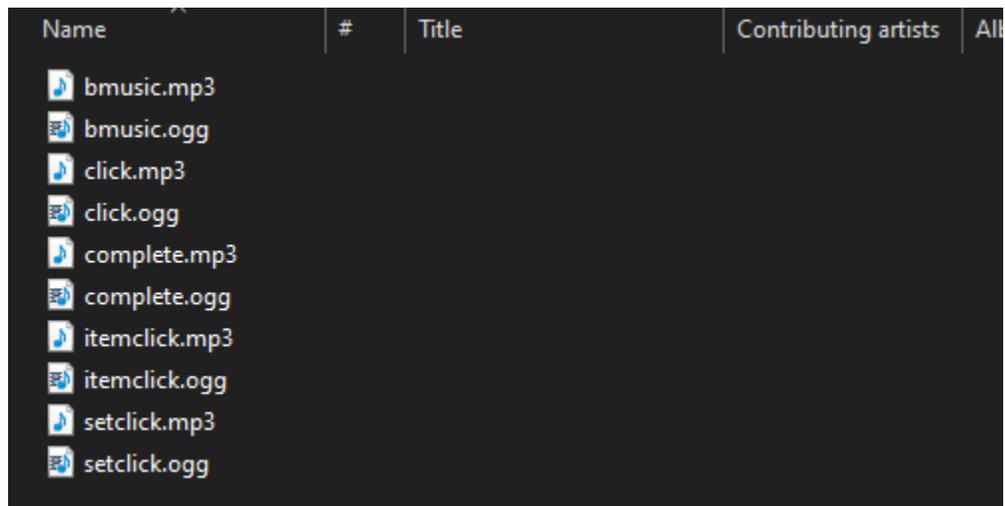
5. **Advertisement Placement Ideas:**

● Replace your adsense Publisher ID in adbreak.js file. You can find this Js file in Vendor folder.

```
1    var s = document.createElement("script");
2    s.setAttribute("async", "");
3    s.setAttribute("data-ad-client", "ca-pub-2622226100196993");
4    s.setAttribute("data-ad-frequency-hint", "120s");
5    //s.setAttribute("data-adbreak-test", "on");
6    s.src = "https://pagead2.googlesyndication.com/pagead/js/adsbygoogle.js";
7    document.head.appendChild(s);
8    |
9
10   window.adsbygoogle = window.adsbygoogle || [];
11 ▼ const adBreak = adConfig = function (o) {
12       adsbygoogle.push(o);
13   }
14 ▼ adConfig({
```

- To check with Test ads uncomment **data-adbreak-test** in adbreak.js. (Don't forget to comment this line when ready to deploy it on your server.

- To call your advertisement, Just find and uncomment a **showNextAd** function which is present in levelselect and all level js. Advertisement are triggered, once the user select the levels, click on next and replay button.

```
nextbtn.on('pointerup', nextbtnpopUp)
nextbtn.on('pointerdown', nextbtnpopdown)
nextbtn.on('pointerover', replaybtnpopover)
nextbtn.on('pointerout', replaybtnpopout)

function nextbtnpopdown() {
    if (!startgame3 && loadFinish) {
        startgame3 = true
        playsoundeffects('itemclick')
        if (level == 1) {
            level = 2
        }
        saveFile()
        transitionIn()
//            showNextAd()

|


    }
}

function nextbtnpopUp() {
```

6. **Pause and Resume Audio:**

- Pause and Resume Game Audio - We already added code for pause and resume game audio. Use this function when advertisement is triggered.
- Path: Js ->game.js
- You can also use this function to add additional logic when triggering advertisement.

```
18    var soundcheck = false
19    var soundstart = 0
20    var soundcheck1 = true
21 ▼  function pauseGame() {
22        soundstart = 1
23        game.scene.scenes[pageNo].scene.pause()
24 ▼      if (soundcheck) {
25            soundstart = 1
26 ▼          if (!isMuted) {
27                music.pause()
28                  clicksound.pause()
29                soundmute.setFrame(1)
30            }
31        }
32    }
33 ▼  function resumeGame() {
34        soundstart = 0
35        game.scene.scenes[pageNo].scene.resume()
36 ▼      if (soundcheck) {
37            soundstart = 0
38 ▼          if (!isMuted) {
39                music.resume()
40                clicksound.resume()
41                soundmute.setFrame(0)
42 ▼          } else {
43                music.pause()
44                clicksound.pause()
45                soundmute.setFrame(1)
46            }
47        }
48    }
49 ▼  WebFontConfig = {
50 ▼      google: {
```

Thank you for your purchase! If you need any help, please contact us.