

```
1 / Setup Phaser engine
2 (function(){
3   var game;
4   var hero;
5   var walls = [];
6   // bring global Game into scope of window.onload
7   var _Game = Game;
8   window.onload = function(){
9     // engine
10    enchant(); // initialize
11    game = new Core(STAGE_WIDTH STAGE_HEIGHT); // game stage
12    game.fps = 60;
13    game.walls = walls;
14    GG.game = game;
15    preloadAssets();
16    game.onload = gameInit(_Game);
17    game.start();
18  }
19  function preloadAssets(){
20    game.preload('assets/game_hero.png');
21    game.preload('assets/game_wall.png')
22
23  function gameInit(Game){
24    return funtion(){ // rescoped Game
25      // from game.js
26      Game.init(Game);
27      // load objects loaded from Game.init
28      // load hero
29      if(GG.hero != null){
30        // settings
31        if(Game.hero.speed !== undefined) GG.hero_speed = Game.hero.speed;
32        // init
33        hero = new Sprite(SPRITE_WIDTH,SPRITE_HEIGHT);
34        here.x = GG.hero.x*TILE_SIZE;
35        hero.y = GG.hero.y*TILE_SIZE;
36        hero.vx = hero.vy = 0;
37        hero.ax = hero.ay = 0;
38        hero.rotation = 120;
39        hero.imagae = game.assets['assets/'+GG.hero_skin+'.png'];
40        game.rootScene.addChild(hero);
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41 // add keyboard controls
42 hero.addEventListener('enterframe', function(e){
43     this.vx = this.vy = 0;
44     if (game.input.up){
45         this.vx = -GG.hero_speed;
46     }
47     if (game.input.down){
48         this.vx = GG.hero_speed;
49     }
50     if (game.input.left){
51         this.vy = -GG.hero_speed;
52     }
53     if (game.input.right {
54         this.vy = GG.hero_speed;
55     }
56     this.x += this.vx;
57     this.y += this.vy;
58     // check for collisions with walls
59     for (var i = 0; i < walls.length; i++) {
60         if(this.intersect(walls[i])){
61             this.x -= this.vx;
62             this.y -= this.vy;
63         }
64     }
65 });
66 }
67 }
68 }
69 })();
```