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1  /**
2   * File Name: inventory.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 avatar inventory;
6   * managing global variables throughout game state.
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11  *
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22  */
23  "use strict";
24  window.GAMEAPP.state.Inventory = {
25    preload: function() {
26      console.log("loading inventory state");
27      this.game.load.image('Inventory',
28        'assets/images/staticRooms/inventory.jpg');
29      this.load.spritesheet('button',
30        'assets/spriteSheets/mmog-sprites-silver.png', 129, 30);
31      this.load.atlas('cookButton',
32        'assets/spriteSheets/mmog-sprites-silver.png',
33        'assets/spriteSheets/mmog-sprites.json');
34      this.load.atlas('returnButton',
35        'assets/spriteSheets/mmog-sprites-silver.png',
36        'assets/spriteSheets/mmog-sprites.json');
37    },
38    create: function() {
39      console.log("entering Inventory state:");
40      this.game.add.image(0, 0, 'Inventory');
41
42      var cooktxt = this.game.add.text(0, 0, "Cook" , GAMEAPP.
43        styleBTN); // "Cook" button text;
44      var returntxt = this.game.add.text(0, 0, "Return" , GAMEAPP.
45        styleBTN); // "Return" button text;
46
47      this.cGoldtxt = this.game.add.text(80, 110, String(CCP.HGold)+
48        "\n" , GAMEAPP.styleHUD);
49      this.cGemstxt = this.game.add.text(80, 136, String(CCP.HGem)+
50        "\n" , GAMEAPP.styleHUD);
51      this.cFoodtxt = this.game.add.text(80, 159, String(CCP.Food)+
52        "\n" , GAMEAPP.styleHUD);
53      this.cArrowstxt = this.game.add.text(80, 183, String(CCP.
54        Arrows)+"\n" , GAMEAPP.styleHUD);
55      this.cStmnatxt = this.game.add.text(this.game.world.width-75,
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125, String(CCP.ModStmn)+"\n" , GAMEAPP.styleHUD);
46 var cWS = ((CCP.WSRaw * 5) + (CCP.Stmn * 2)) + "%";
47 this.csWStxt = this.game.add.text(this.game.world.width-75,
150, String(cWS)+"\n" , GAMEAPP.styleHUD);
48 var cBS = ((CCP.BSRaw * 5) + (CCP.Coor * 2)) + "%";
49 this.csBStxt = this.game.add.text(this.game.world.width-75,
173, String(cBS)+"\n" , GAMEAPP.styleHUD);
50 var cPS = ((CCP.BSRaw * 5) + (CCP.Coor * 2)) + "%";
51 this.csPStxt = this.game.add.text(this.game.world.width-75,
195, String(cPS)+"\n" , GAMEAPP.styleHUD);
52 this.cRenowntxt = this.game.add.text(this.game.world.width-75,
218, String(CCP.Renown)+"\n" , GAMEAPP.styleHUD);
53 this.cExptxt = this.game.add.text(this.game.world.width-75,
243, String(CCP.Score)+"\n" , GAMEAPP.styleHUD);
54
55 this._toolTip = this.game.add.text(this.game.world.width-100,
this.game.world.height-90, GAMEAPP.InfoText, GAMEAPP.styleTT);
56 this._toolTip.anchor.set(0.5);
57
58 // Cook button
59 this.cookButton = this.game.add.button(65, 338, 'button', this
._CookFood, this, 2, 1, 0, 1);
60 this.cookButton.anchor.set(0.5,0.5);
61 this.cookButton.scale.setTo(0.5,0.5);
62 this.cookButton.addChild(cooktxt).anchor.set(0.5,0.5);
63
64 // Exit button
65 this.returnButton = this.game.add.button(152, 338, 'button',
this._GameReturn, this, 2, 1, 0, 1);
66 this.returnButton.anchor.set(0.5,0.5);
67 this.returnButton.scale.setTo(0.5,0.5);
68 this.returnButton.addChild(returntxt).anchor.set(0.5,0.5);
69
70 },
71
72 update: function(){
73
74 },
75 //
76 // =====
77 _CookFood: function(){
78 CCP.Food -= 1;
79 if(CCP.Food < 0){
80 CCP.Food = 0;
81 this.cFoodtxt.setText(CCP.Food);
82 this.cStmnatxt.setText(CCP.ModStmn);
83 GAMEAPP.InfoText = " ... You have nothing to eat. ";
84 this._toolTip.setText(GAMEAPP.InfoText);
85 }else{
86 GAMEAPP.InfoText = " ... mmmm! ...\n You grow in stamina!";
87 this.cFoodtxt.setText(CCP.Food);
88 CCP.ModStmn += 2;
89 //if current health is greater than it should be?!
90 if(CCP.ModStmn > CCP.Stmn){
91 CCP.ModStmn = CCP.Stmn;
92 }
93 this.cStmnatxt.setText(CCP.ModStmn);
94 }
95 },

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96      //
97      // =====
98      _GameReturn: function() {
99          //debug
100         console.log("Inventory State exited to Room #: "+GAMEAPP.
101                    CrntRoom+"; ");
102
103         this.camera.fade(0x000000, 200, false);
104         this.time.events.add(200, function() {
105             this.game.state.start(MT[GAMEAPP.CrntRoom].RmID);
106             //Inventory Scene rv_3 through rv_8
107         }, this);
108     }
109 };
110
111 /* End of file */
112 /* Location: ./js/state/inventory.js */
```