

Comparison to the Most Popular Phaser Template on Github.com

Item #	My Recommendations	Belohlavek phaser-es6-boilerplate
1	<!doctype html>	<!DOCTYPE html>
2	<html lang="en">; <html amp> or <html </>	<html lang="en">
3	<head>	<head>
4	<pre> <!-- Phaser Full Screen Mobile Example & SEO resources --> <meta charset="utf-8" /> <meta http-equiv="X-UA-Compatible" content="chrome=1, IE=9" /> <meta name="msapplication-tap-highlight" content="no" /> <meta name="format-detection" content="telephone=no"> <meta name="HandheldFriendly" content="true" /> <meta name="robots" content="archive,index,allow,noodp,noydir" /> <meta name="distribution" content="world,global"/> <meta name="apple-mobile-web-app-capable" content="yes" /> <meta name="apple-mobile-web-app-status-bar-style" content="black" /> <meta name="apple-mobile-web-app-title" content="Mozart's Music Match - a music education game" /> <meta name="viewport" content="minimal-ui, user-scalable=0, width=device-width, initial-scale=1, maximum-scale=1, minimum-scale=1, shrink-to-fit=no" /> <!-- Social Networks & SEO --> <meta name="description" content="Do you have music intelligence? Mozart was a profound musical genius in the age of classical music; try your skills in this demo music audio puzzle game for music education and ear training." /> <meta name="keywords" content="mozart, music, match, audio, education, puzzle, html5, web, touch, indie, game, demo, musical intelligence, ear training, renown games" /> <!-- Social Networks & SEO metadata --> <!-- Open Graph data --> <meta property="og:locale" content="en_US" /> <meta property="og:locale:alternate" content="en_UK" /> <meta property="og:type" content="game" /> <meta property="og:title" content="Mozart's Music Match - a music education game" /> <meta property="og:description" content="Do you have music intelligence? Mozart was a profound musical genius in the age of classical music; try your skills in this demo music audio puzzle game for music education and ear training." /> <meta property="og:url" content="http://www.renown-games.com/MozartMusicMatch/" /> <meta property="og:site_name" content="Mozart's Music Match" /> <meta property="og:image" content="http://www.renown-games.com/MozartMusicMatch/images/title.jpg" /> <meta property="fb:app_id" content="xxxxxxxxxx" /> <!-- Twitter Card data --> <meta name="twitter:card" content="summary" /> <meta name="twitter:description" content="Do you have music intelligence? Mozart was a profound musical genius in the age of classical music; try your skills in this demo music audio puzzle game for music education and ear training." /> <meta name="twitter:title" content="Mozart's Music Match - a music education game" /> <meta name="twitter:site" content="@pbmcube" /> <meta name="twitter:image" content="http://www.renown-games.com/MozartMusicMatch/images/title.jpg" /> <meta name="twitter:creator" content="@pbmcube" /> </pre>	<meta charset="UTF-8">
5	<title>Mozart's Music Match - a music education game</title>	<title>Phaser with a sprinkle of ES6 Dust!</title>
6	<pre> <!-- Example of custom fonts: --> <link href="https://fonts.googleapis.com/css?family=Rouge+Script&text=Mozart%27s%20Music%20Match" rel="stylesheet" type="text/css" /> <link rel="canonical" href="http://www.renown-games.com/mozartmusicmatch/" /> <link rel="publisher" href="https://www.stephen-gose.com/" /> </pre>	<link rel="stylesheet" href="styles/main.css">

	<pre> <link rel="stylesheet" href="css/stylesheet.css" type="text/css" charset="utf-8" /> <!-- DNS prefetching --> <link rel="dns-prefetch" href="http://www.renown-games.com/" /> <link rel="dns-prefetch" href="http://www.stephen-gose.com/" /> <link rel="dns-prefetch" href="http://www.pbmcube.com/pbm3/" /> <link rel="dns-prefetch" href="http://www.pbmcube.net/" /> <!-- http://iconogen.com/upload.php --> <link rel="shortcut icon" href="/favicon.ico" type="image/x-icon" /> <!-- non-retina iPhone pre iOS 7 --> <link rel="icons/apple-touch-icon" sizes="57x57" href="icons/apple-touch-icon-57x57.png" /> <link rel="apple-touch-icon" sizes="60x60" href="icons/apple-touch-icon-60x60.png" /> <!-- non-retina iPad pre iOS 7 --> <link rel="apple-touch-icon" sizes="72x72" href="icons/apple-touch-icon-72x72.png" /> <!-- non-retina iPad iOS 7 --> <link rel="apple-touch-icon" sizes="76x76" href="icons/apple-touch-icon-76x76.png" /> <!-- retina iPhone pre iOS 7 --> <link rel="apple-touch-icon" sizes="114x114" href="icons/apple-touch-icon-114x114.png" /> <!-- retina iPhone iOS 7 --> <link rel="apple-touch-icon" sizes="120x120" href="icons/apple-touch-icon-120x120.png" /> <!-- retina iPad pre iOS 7 --> <link rel="apple-touch-icon-precomposed" sizes="144x144" href="icons/apple-touch-icon-144x144.png" /> <link rel="apple-touch-icon" sizes="144x144" href="icons/apple-touch-icon-144x144.png" /> <!-- retina iPad iOS 7 --> <link rel="apple-touch-icon" sizes="152x152" href="icons/apple-touch-icon-152x152.png" /> <link rel="apple-touch-icon" sizes="180x180" href="icons/apple-touch-icon-180x180.png" /> <link rel="icon" type="image/png" href="icons/favicon-16x16.png" sizes="16x16" /> <link rel="icon" type="image/png" href="icons/favicon-32x32.png" sizes="32x32" /> <link rel="icon" type="image/png" href="icons/favicon-96x96.png" sizes="96x96" /> <!-- Android --> <link rel="icon" type="image/png" href="icons/android-chrome-192x192.png" sizes="192x192" /> <!-- Windows Phone --> <meta name="msapplication-square70x70logo" content="icons/smalltile.png" /> <meta name="msapplication-square150x150logo" content="icons/mediumtile.png" /> <meta name="msapplication-wide310x150logo" content="icons/widetile.png" /> <meta name="msapplication-square310x310logo" content="icons/largetile.png" /> </pre>	
7	<pre> <!-- A script inserted here by inline script tag (JS raw code) will be executed immediately (just as any inline JS would). As the downloaded html is parsed by the browser from top to bottom, any script tags in the head are executed followed by any script tags or iframe tags in the body. --> <script> (adsbygoogle = window.adsbygoogle []).push({ google_ad_client: "ca-pub- xxxxxxxxxxxxxxxx", enable_page_level_ads: true}); </script> <!-- Whether a script is specified inline or with an 'src' attribute, execution is done in order and it blocks parsing of the DOM unless the 'async' attribute is specified. 'async' scripts are downloaded out of order with respect to the other resources in the DOM. Downloading them will not block parsing the rest of the DOM, but they will block the load event during execution. --> <!-- google analytics & campaigns; or use your 3rd party integration here --> <script async src="//pagead2.googlesyndication.com/pagead/js/adsbygoogle.js"> </script> </pre>	

	<pre> <!-- pulled from cdn since the gamer may already have the minimized phaser framework in their browser cache --> <script async src="https://cdn.jsdelivr.net/npm/phaser@2.6.2/phaser.min.js" > </script> <!-- dev version: each js file separately listed; production/released version is consolidated into single file (named whatever you desire: game.js??) using babel or some other tool --> <script defer src="jsrc/Boot.js"></script> <script defer src="jsrc/Credits.js"></script> <script defer src="jsrc/Game.js"></script> <script defer src="jsrc/GameOver.js"></script> <script defer src="jsrc/Languages.js"></script> <script defer src="jsrc/MainMenu.js"></script> <script defer src="jsrc/MoreGames.js"></script> <script defer src="jsrc/Preloader.js"></script> <!-- OR production/released version is consolidated into single file (named whatever you desire: game.js??) using babel or some other tool <script defer src="jsrc/game.js"></script> See footnote below! --> <!-- Include the jQuery library --> <script async src="http://code.jquery.com/jquery-1.11.3.min.js"></script> <!-- Include the jQuery Mobile library --> <script async src="http://code.jquery.com/mobile/1.4.5/jquery.mobile- 1.4.5.min.js"></script> <!-- HTML5 shim and Respond.js IE8 support of HTML5 elements and media queries - -> <!--[if lt IE 9]> <script src="https://oss.maxcdn.com/libs/html5shiv/3.7.0/html5shiv.js"></script><script src="https://oss.maxcdn.com/libs/respond.js/1.4.2/respond.min.js"></script> <![endif]--> </pre>	
8	</head>	</head>
9	<body itemscope itemtype="http://schema.org/CreativeWork/WebApplication">	<body>
10	<pre> <div id="orientation"></div> <div id="game"></div> <div id="about"> <h1>Mozart's Music Match - a music education game</h1> <h2>Game Description:</h2> <p>Mozart's Music Match: Mozart was a brilliant musician who wrote hundreds of musical compositions. Take your first steps in learning to read musical notes and develop your musical talents in this music education game. Are you among the 15% in the world who truly have musical intelligence?</p> <p>3 levels of difficulty that include several challenges for each musical skill in each of the 5 musical games: audio memory (included in this demo version), sight reading music, perfect pitch tests, motif memory and ear training. </p> <h2>Game Search Keywords:</h2> <p>mozart, music, match, audio, education, puzzle, html5, web, touch, indie, game, demo, musical intelligence, ear training, renown games</p> <h2>Game Categories:</h2> <p>audio, puzzle, music education, ear training </p> </div> <!--DO NOT FORGET YOUR Copyright notice! --> <!-- /container --> </pre>	<div id="content"></div>

11	<p><!-- following production script placed into game.js. Refer to the Richard Davey comments in the workbook. This means everything is ready for execution. Note that this following script cannot designate "async" nor "defer" because it is inline and executes immediately. --></p> <pre><script > <!-- This is the "initialization script"; see chapter 4.3.2.1. Notice the lack of JavaScript namespace here. If you use 3rd party libraries, you might consider using namespace to isolate your code. --> (function () { /** Copyright © 1997-2016, Stephen Gose LLC. All rights reserved. Visit our game show case: http://www.renown-games.com License information: http://www.pbmcube.net/shop/ Affiliate Information: http://www.stephen-gose.com/products/affiliates-program/ * The above copyright notice and this permission notice shall be included in * all copies or substantial portions of the Software. * * THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR * IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, * FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE * AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER * LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, * OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN * THE SOFTWARE. */ //Creates your Phaser game and injects it into the game div above. //We did it in an inline script event, but you can do it anywhere (requireJS load, anonymous function, jQuery dom ready, - whatever you desire! So long as the Phaser library is ready and present for this dependent script's access) //We're using a "Golden Ration" game size of 1024 x 640 here, but you can use whatever you feel makes sense for your game of course. //original: var is ES5; var has a new scope in ES6 use let for ES6 var gameWidth = 1024; var gameHeight = 640; //ES5 version of a constructor function; more on ES5 verses ES6 later in chapter 4. var game = new Phaser.Game(gameWidth, gameHeight, Phaser.AUTO, 'game'); //https://www.joshmorony.com/how-to-scale-a-game-for-all-device-sizes-in-phaser/ //Phaser.CANVAS instead of Phaser.AUTO as your game will not render correctly when using PhoneGap unless you explicitly specify Canvas (in my experience at least). //myAsset.scale.setTo(scaleRatio, scaleRatio); //Now your asset will scale appropriately no matter what device your game is loaded on. //var scaleRatio = window.devicePixelRatio / 3; //var game = new Phaser.Game(window.innerWidth * window.devicePixelRatio, window.innerHeight * window.devicePixelRatio, Phaser.AUTO, 'game'); //Add the various States from your game. //You don't have to do this in the html, it could be done in your Boot state too, but for simplicity I'll keep it here. game.state.add('Boot', BasicGame.Boot); game.state.add('Credits', BasicGame.Credits); game.state.add('Game', BasicGame.Game); game.state.add('GameOver', BasicGame.GameOver); game.state.add('Languages', BasicGame.Languages); game.state.add('MainMenu', BasicGame.MainMenu); game.state.add('MoreGames', BasicGame.MoreGames); game.state.add('Preloader', BasicGame.Preloader); //Now start the Boot state. game.state.start('Boot'); })(); </script></pre>	<pre><script src="scripts/phaser.min.js"></s cript> <script src="scripts/game.js"></script></pre>
12	<pre><!-- marketing and tracking scripts here --></pre>	

	<pre> <script src="//ajax.googleapis.com/ajax/libs/jquery/1.11.2/jquery.min.js"></script> <script>window.jQuery document.write('<script src="js/vendor/jquery-1.11.2.min.js"></script>')</script> <script src="js/vendor/bootstrap.min.js"></script> <script src="js/plugins.js"></script> <script src="js/game.js"></script> <!-- Optimized Google Universal Analytics: change UA-XXXXX-X to be your site's ID. --> <script>(function(G,o,O,g,l){G.GoogleAnalyticsObject=O;G[O] (G[O]=function(){(G[O].q=G[O].q []).push(arguments)});G[O].l=+new Date;g=o.createElement('script'),l=o.scripts[0];g.src='https://www.google-analytics.com/analytics.js';l.parentNode.insertBefore(g,l)}(this,document,'ga'));ga('create','UA-XXXX-Y');ga('send','pageview')</script> </pre>	
13	</body></html>	</body></html>