
PlayCanvas E2E (the quick version)

Joao Ruschel • 11.04.2021

Structure

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 - What is PlayCanvas?
 - **Phase 1: setup**
 - Asset Management, Templates
 - Launching & Editor Link
 - **Phase 2: Interactivity**
 - Scripting, Events, Physics
 - Animation System
 - Debugging
 - **Phase 3: Polishing & Publishing**
 - User Interface
 - Audio
 - Publishing to the World!
 - Wrap up
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Who am I



Joao Ruschel

- Software Engineer @ **PlayCanvas**
 - *jpaulo* on Forum
- Ex-Amazon **Alexa**
- Indie game developer
 - STAP
 - Minar



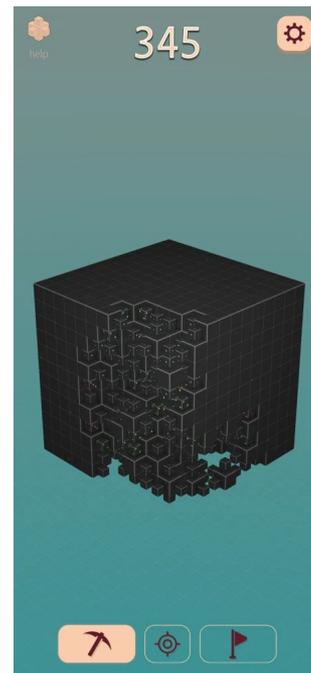
dejohn_paul



jpauloruschel



STAP



Minar



PLAYCANVAS





PLAYCANVAS



PlayCanvas: the web-first game engine



PLAYCANVAS

PlayCanvas

Engine

- Core functionality
- Open-Source
 - <https://github.com/playcanvas/engine>
- **335 kb** zipped download
- Available as stand-alone
 - NPM
 - Minified
 - Build from source

Online Editor

- <https://playcanvas.com/>
 - Collaborative by design
 - Powerful backend
 - Asset processing
 - Texture compression
 - Model conversion
 - Free tier
 - Unlimited free hosting for publishing apps and games
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PLAYCANVAS

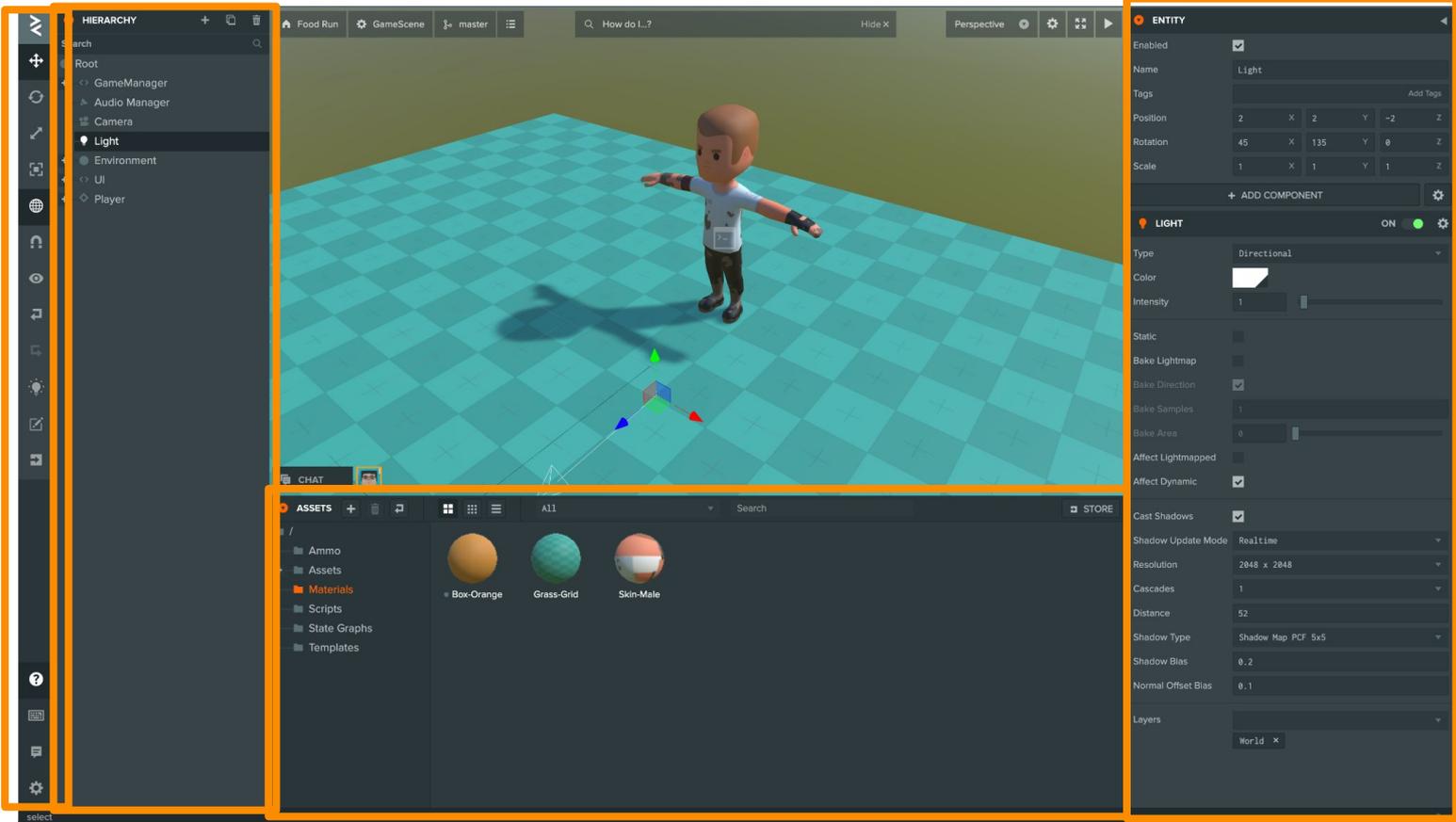
Features

- Online code editor with built-in IntelliSense
 - Powerful backend
 - ZERO 'build time'
 - WebXR support
 - Fully-featured *git-like* **Version Control System**
 - Editor is **multi-platform** and a **2.1MB** zipped download
 - UI, Audio, Animation system, Physics, Templates
 - Advanced graphic features (*lightmapper, PBR, shadows, ...*)
 - Support channels: Documentation, Forums, Discord
 - ...
-

Hierarchy

Inspector

Toolbar



Project Assets

The PlayCanvas Editor



PLAYCANVAS

Useful Links

- Made with PlayCanvas
 - <https://github.com/playcanvas/awesome-playcanvas>
 - Examples browser
 - <https://playcanvas.github.io/>
 - API reference
 - <https://developer.playcanvas.com/>
 - Tutorials
 - <https://developer.playcanvas.com/tutorials>
 - Forum
 - <https://forum.playcanvas.com/>
 - Twitter
 - <https://twitter.com/playcanvas>
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Let's build something!

<https://playcanv.as/p/dCoHvsRY/>

TIME

SCORE: 0

↑
UI

Ground

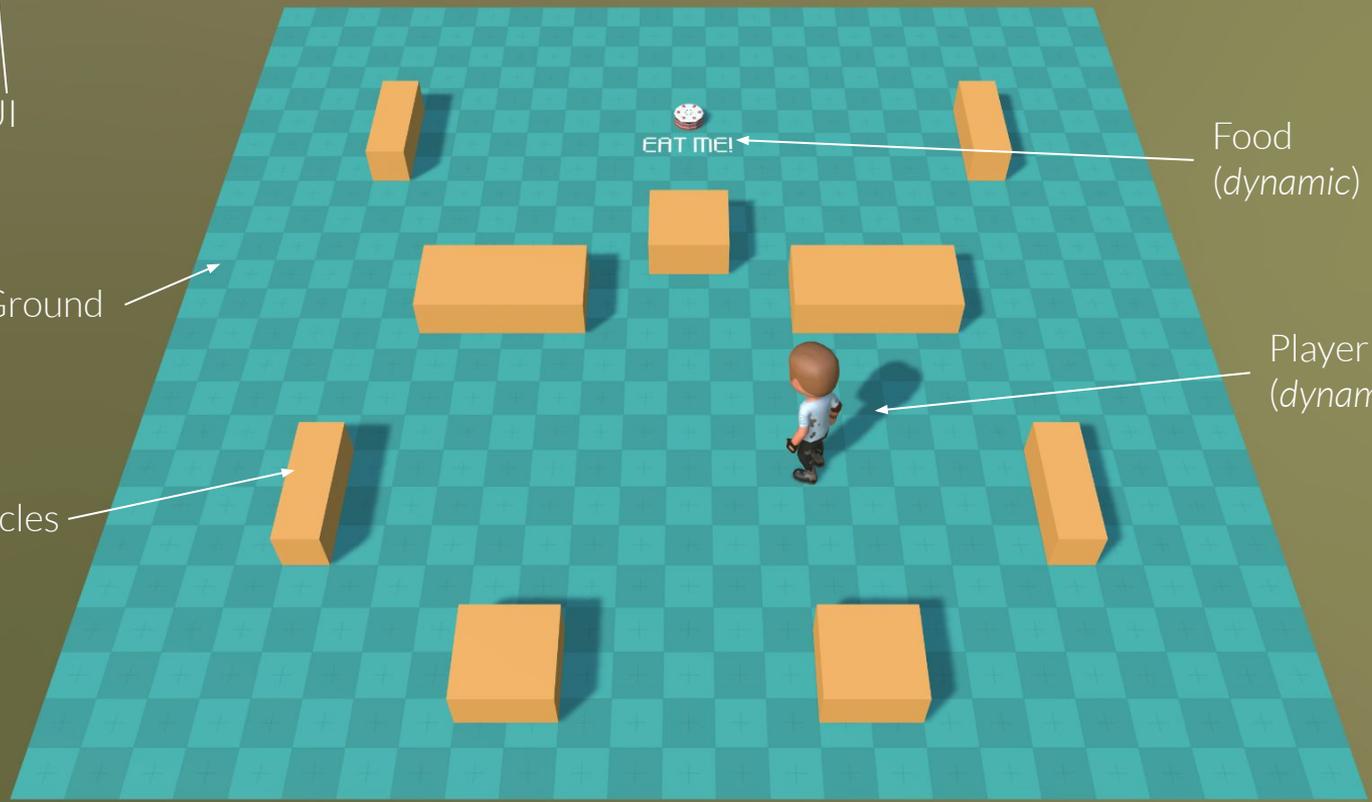
Obstacles

EAT ME!

Food
(dynamic)

Player
(dynamic)

Food Run



Phase 1

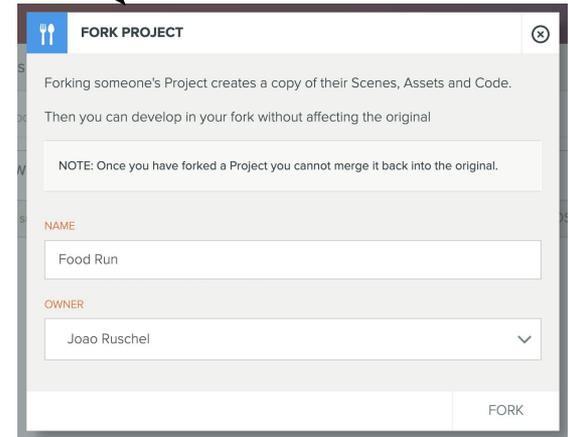
Project Setup

Phase 1



- Assets
- Templates
- Launching
- Editor Link

1. Open the link "Food Run Starter Kit"
 - a. <https://playcanvas.com/project/910590>
 - b. Contains all base assets
2. **Fork** the project
 - a. This will create your own copy of the project
 - b. It's your project to do as you please!
3. After forking is complete, open it in the **Editor**



Let's go!

Phase 1 - Wrap Up

- Creating and Managing **Assets**
 - Creating and Using **Templates**
 - Testing in the **Launch Tab**
 - Using the **Editor Link**
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Phase 2 Interactivity

Phase 2

- Scripting
- Events
- Physics
- Animation System
- Debugging

To continue, choose one:

1. Continue from your current project

OR

2. Fork the “*Food Run - Phase 2*” project
 - a. <https://playcanvas.com/project/910606>

Let's go!

Phase 2 - Wrap Up

- Creating and using **Scripts**
 - Attaching, Detaching, and Firing **Events**
 - Using **Physics** collision and rigidbody
 - Creating **Animation State Graphs** and setting **parameters**
 - **Debugging** code and graphics
 - **ChromeDevTools**
 - **SpectorJS**
-

Phase 3

Polishing & Publishing

Phase 3

- User Interface
- Audio
- Publishing

To continue, choose one:

1. Continue from your current project

OR

2. Fork the “*Food Run - Phase 3*” project
 - a. <https://playcanvas.com/project/910630>

Let's go!

Phase 3 - Wrap Up

- User Interface
 - Audio
 - Publishing
- Creating and Editing **User Interfaces**
 - Using **Audio**
 - **Publishing** for free using PlayCanvas hosting

Wrap Up



PLAYCANVAS

Wrap up

- Build a full game using PlayCanvas
 - Publish it to the world!

 - Follow us on **Twitter!**
 - <https://twitter.com/playcanvas>
 - https://twitter.com/dejohn_paul
 - Contribute to Open-Source
 - <https://github.com/playcanvas/engine>
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Extras

- PCUI - PlayCanvas User Interface Framework
 - Lightweight HTML5 + CSS3 for complex front-end web tools
 - Used by the Editor to render its UI
 - <https://github.com/playcanvas/pcui> & NPM
- PCUI-Graph
 - Extension to PCUI for node-based UI
 - Used by the Editor's Animation State Graph editor
 - <https://github.com/playcanvas/pcui-graph> & NPM
- glTF Viewer
 - <https://playcanvas.com/viewer>
- Internal Beta: **Shader Editor!**

Thank you!



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