

New World

What you need

You should have `you-win` running, with:

- a text editor, with a new game file open (e.g. a file called `game.js`).
- a Chrome window open (probably on `http://localhost:8000/`)
- (optional) a phone running Chrome or Safari, with your computer opened.

Put your text editor and Chrome window side-by-side, if you can (and/or keep your phone open in front of you!). Whenever save in your text editor, `you-win` will automatically refresh the page.

Make sure you have line numbers turned on in your text editor.

Your Chrome window should have a white screen. This is a blank canvas in which we can start making a game!

The template

Have a look at the template that's open in your text editor. It should have the following parts:

- These lines load `you-win`, the library we're using to help make our game.

```
const uw = require('you-win')
const {Phone, World, Sprite, Text, Polygon} = uw
```

- We then load in all the sounds and images we need. By default this will load some emoji we can use to make sprites.

```
// Load everything we need
await uw.begin()
```

- We then make our world, which represents the screen.

```
// Make the world
var world = new World
world.title = ''
world.background = 'white'

// Now we can start making Sprites!
```

Change the background colour

Let's change the background colour, to check everything is set up correctly. Find the line that sets the background property of the world, and change it to your favourite colour.

```
world.background = '...'
```

You can use any of the colour names which are supported by HTML. If you give a colour name that it doesn't recognise, you'll probably just get black.

If you want other colours, instead of named colours you can use colours like '#007de0'. There are called a "hex code", short for hexadecimal. You can choose your own hex code colour with an online [colour picker](#).

```
world.background = '#007de0' // whatever you fancy really
```

👉 Save, and check that the page refreshes automatically. Check that the background colour changes!

Set the shape of the screen

We can set the `width` and `height` of the world to change the size of the screen. (It's like the *Stage* in Scratch.) Otherwise, the size and shape of our game's world will change depending on the size of your screen, so it'll play very differently on a phone, tablet, or laptop.

Add this at the bottom of your program.

```
world.width = 300  
world.height = 460
```

👉 Save, and your world should change shape. It should be roughly the shape of a phone in portrait, with black bars around the edges.

➡ Now, let's [add a Sprite](#) to our world...