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# **Eica World Documentation**

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### 1.1 Introduction

Documentation for EICA World Game

Eica World Game investigates transitivity in cognitive learning. It reproduces the filogenetic evolution of human race to match ontogenics.

### 1.2 Modules

Eica Word Game uses the library [Brython-Crafty](#) developed with [Brython](#)

All Eica Word Game functionality is alloted to single page, documented in [:ref:'eica\\_module'\\_](#)





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## Core Module Description

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**See also:**

Module `eica`

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**Note:** Aggregates factory, control and interface units in this single module

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### 2.1 Eica

Set of methods added to every single entity.

**See also:**

Class `eica.core`

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**Note:** Main API Unit.

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## Entity Module Description

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**See also:**

Module `eica.entity`

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**Note:** Aggregates entity and component in this single module

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### 3.1 Entity

Creates an entity. Any arguments will be applied in the same way `.addComponent()` is applied as a quick way to add components.

Any component added will augment the functionality of the created entity by assigning the properties and methods from the component to the entity.

**Example**

```
myEntity = Crafty().e("2D, DOM, Color");
```

**Events**

*NewEntity [Data: { id: Number }]* When the entity is created and all components are added

See Also

**See also:**

Class `crafty.entity.Entity`

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**Note:** Composite Element.

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## Graphics Module Description

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**See also:**

Module `eica.graphics`

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**Note:** Aggregates canvas and sprite in this single module

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### 4.1 Canvas

When this component is added to an entity it will be drawn to the global canvas element. The canvas element (and hence all Canvas entities) is always rendered below any DOM entities.

`Crafty.canvas.init()` will be automatically called if it is not called already to initialize the canvas element.

Create a canvas entity like this

```
myEntity = Crafty().e("2D, Canvas, Color")\  
    .color("green")\  
    .attr(x= 13, y= 37, w= 42, h= 42);
```

**Events**

*Draw* [*Data: {type: "canvas", pos, co, ctx}*] when the entity is ready to be drawn to the stage

*NoCanvas* if the browser does not support canvas

**See also:**

Class `eica.graphics.Canvas`

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**Note:** DOM Element Unit.

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## 4.2 Sprite

Component for using tiles in a sprite map.

**See also:**

Class `eica.graphics.Sprite`

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**Note:** Composite Unit.

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**5.1 Core API**

**5.2 Entity API**

**5.3 Graphics API**





## CHAPTER 6

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### Indices and tables

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