

Φύλλο εργασίας για «HTML5 -JavaScript»

Εκπαιδευτικός: Παπαστεργίου Κωνσταντίνος, Καθηγητής Πληροφορικής

Δημιουργία παιχνιδιού arkanoid like



```
<!DOCTYPE html>
<title>default</title>
<body bgcolor="#00FFCC">
<CENTER>
<br>
<br>
<br>
<canvas width="920" height="520" ></canvas>

<script>
var canvas = document.querySelector("canvas");
var ctx = canvas.getContext("2d");

var aclass =
{
x: 0,
y: 0,
width: 50,
height: 60
};

var hero = Object.create(aclass);
hero.x = 70;
hero.y = 250;
hero.width=20;
hero.height=100;
hero.face=true;

var ball = Object.create(aclass);
ball.x = 800;
ball.y = 200;
ball.r=10;
ball.vx=-12;
ball.vy=-8;
```

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var k=new Array;
for(i=1;i<=18;i++){
k[i] = Object.create(aclass);
if(i<7){
k[i].x = 870;
k[i].y =i*80-50;}
else if(i>=7 && i<13){
k[i].x=820;
k[i].y =(i-6)*80-50;}
else if(i>=13){
k[i].x=770;
k[i].y =(i-12)*80-50;}
k[i].width=20;
k[i].height=60;
k[i].face=true;
}

```

```

window.addEventListener("mousemove", mousemoveHandler, false);
function mousemoveHandler(event)
{

```

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var mouseX = event.pageX - canvas.offsetLeft;
var mouseY = event.pageY - canvas.offsetTop;

```

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hero.y = mouseY-hero.height/2 ;
hero.x=70;
}

```

```

play();
// Συνάρτηση επανάληψης
function play(){

```

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ctx.fillStyle="blue";
ctx.fillRect(0, 0, canvas.width, canvas.height);

```

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if(hero.face==true){
ctx.fillStyle="red";
ctx.fillRect(hero.x, hero.y, hero.width, hero.height);}

```

```

ctx.beginPath();
ctx.fillStyle= "yellow";
ctx.arc(ball.x,ball.y,ball.r,2*Math.PI,false);
ctx.fill();
ctx.closePath();

```

```

ball.x=ball.x+ball.vx;
ball.y=ball.y+ball.vy;

```

```

for(i=1;i<=18;i++){
if(k[i].face==true){
ctx.fillStyle="green";
ctx.fillRect(k[i].x, k[i].y, k[i].width, k[i].height);}
}

```

```

if(ball.x+ball.r>canvas.width){

```

```
ball.vx=-ball.vx;
}

if(ball.y+ball.r>canvas.height){
ball.vy=-ball.vy;}

if(ball.y-ball.r<0){
ball.vy=-ball.vy;
}

if((ball.x-10<=hero.x+hero.width)
&& (ball.y+ball.r>=hero.y) && (ball.y-10<hero.y+20)){
ball.vx=12;
ball.vy=-12;
}
if((ball.x-10<=hero.x+hero.width)
&& (ball.y+ball.r>=hero.y+20) && (ball.y-10<hero.y+40)){
ball.vx=12;
ball.vy=-6;
}
if((ball.x-10<=hero.x+hero.width)
&& (ball.y+ball.r>=hero.y+40) && (ball.y-10<hero.y+60)){
ball.vx=12;
ball.vy=0;
}
if((ball.x-10<=hero.x+hero.width)
&& (ball.y+ball.r>=hero.y+60) && (ball.y-10<hero.y+80)){
ball.vx=12;
ball.vy=6;
}
if((ball.x-10<=hero.x+hero.width)
&& (ball.y+ball.r>=hero.y+80) && (ball.y-10<=hero.y+100)){
ball.vx=12;
ball.vy=12;
}

setTimeout(play, 33); //Ανανέωση καμβά κάθε 0,33 δευτερόλεπτα
}
</script>
</body>
</html>
```