

Φύλλο εργασίας για «HTML5 -JavaScript»

Εκπαιδευτικός: Παπαστεργίου Κωνσταντίνος, Καθηγητής Πληροφορικής

Δημιουργία παιχνιδιού με scrolling



```
<!doctype html>
<meta charset="UTF-8">
<title>translate</title>
<CENTER>
<canvas width="920" height="540" ></canvas>
<script src="requestAnimationFramePolyfill.js"></script>
<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 = 200;
hero.y = 200;
hero.width=60;
hero.height=60;
hero.vy=0;
hero.vx=0;

var bad = Object.create(aclass);
bad.x = 1000;
bad.y = 200;
bad.width=60;
bad.height=60;
bad.vy=0;
bad.vx=0;
bad.face=true;
bad.meet=true;

var tree=new Array;
```

```
for(i=1;i<=3000;i++){
tree[i] = Object.create(aclass);
tree[i].x =Math.floor(Math.random()*10000)+100;
tree[i].y =Math.floor(Math.random()*10000)+100;
tree[i].width=70;
tree[i].height=89;
tree[i].face=true;
}
```

```
var house=new Array;
for(i=1;i<=500;i++){
house[i] = Object.create(aclass);
house[i].x =Math.floor(Math.random()*10000)+100;
house[i].y =Math.floor(Math.random()*10000)+100;
house[i].width=80;
house[i].height=75;
house[i].face=true;
}
```

```
imagetree=new Image();
imagetree.src="img/tree.png";
imagehero=new Image();
imagehero.src="img/hero.png";
imagebad=new Image();
imagebad.src="img/bad.png";
imagehouse=new Image();
imagehouse.src="img/house.png";
```

```
var money=0;
```

```
canvas.addEventListener("mousedown", mousedownHandler, false);
```

```
function mousedownHandler(event)
```

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

```
if (mouseX>260){
    hero.vx=2;}
if (mouseX<200){
    hero.vx=-2;}
if (mouseY>260){
    hero.vy=2;}
if (mouseY<200){
    hero.vy=-2;}
if (mouseX<260 && mouseX>200 && mouseY>200 && mouseY<260){
    hero.vx=0;
    hero.vy=0;
}
if (mouseX>260 && mouseY>200 && mouseY<260){
    hero.vx=2;
    hero.vy=0;
}
```

```

if (mouseX<200 && mouseY>200 && mouseY<260){
    hero.vx=-2;
    hero.vy=0;
}

if (mouseX<260 && mouseX>200 && mouseY>260){
    hero.vx=0;
    hero.vy=2;
}

if (mouseX<260 && mouseX>200 && mouseY<200){
    hero.vx=0;
    hero.vy=-2;
}

}
update();
function update() {
requestAnimationFrame(update, canvas);

ctx.fillStyle="#00FFCC";
ctx.fillRect(0, 0, 10000, 10000);
ctx.translate(-hero.vx,-hero.vy)

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

for(i=1;i<=500;i++){
    ctx.drawImage(imagehouse,house[i].x,house[i].y,house[i].width,house[i].height);
}

for(i=1;i<=3000;i++){
    ctx.drawImage(imagetree,tree[i].x,tree[i].y,tree[i].width,tree[i].height);
}

ctx.drawImage(imagehero,hero.x,hero.y,hero.width,hero.height);

ctx.drawImage(imagebad,bad.x,bad.y,bad.width,bad.height);

if((hero.x+hero.width>=bad.x) && (hero.x<=bad.x+bad.width)
&& (hero.y+hero.height>=bad.y) && (hero.y<=bad.y+bad.height) &&
bad.face==true){
if(bad.meet==true){
r=Math.floor(Math.random()*2);
bad.meet=false;}
ctx.fillStyle="black";
ctx.font = "22px Verdana";
if(r==0){
ctx.fillText("Πάρε 20 ευρώ",bad.x,bad.y-20);
money=money+20}
if(r==1){
ctx.fillText("Πληροφόρία",bad.x,bad.y-20);}

hero.vx=0;
hero.vy=0;

```

```
}
```

```
}
```

```
</script>
```

```
</html>
```