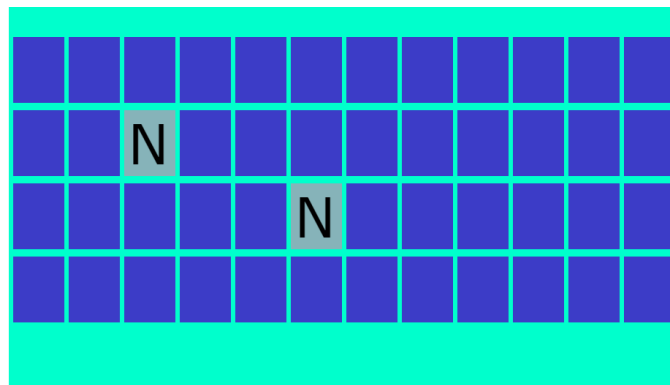


Φύλλο εργασίας για «HTML5 -JavaScript»

Εκπαιδευτικός: Παπαστεργίου Κωνσταντίνος, Καθηγητής Πληροφορικής

Δημιουργία παιχνιδιού Memory v03



```
<!doctype html>
<meta charset="UTF-8">
<title>memory game</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 face = new Array;
var table=["O","A","A","B","B","Γ","Γ","Δ","Δ","Ε","Ε","Ζ","Ζ","Η","Η","Θ","Θ","Ι",
"Ι","Κ","Κ","Λ","Λ","Μ","Μ","Ν","Ν","Ξ","Ξ","Ο","Ο","Π","Π","Ρ","Ρ","Σ","Σ","Τ","Τ",
"Υ","Υ","Φ","Φ","Χ","Χ","Ψ","Ψ","Ω","Ω"];

for(i=1;i<49;i++){
face[i]=true;}

for(var i=1; i<49;i++){
r=Math.floor(Math.random()*48)+1;
temp1=table[i];
table[i]=table[r];
table[r]=temp1;
temp2=face[i];
face[i]=face[r];
face[r]=temp2;
}

var ch=0;
var score=0;
var a=0;
```

```

var stage=1;
var starttime = new Date().getTime();
var sec=0;

canvas.addEventListener("mousemove", mousemoveHandler, false);
canvas.addEventListener("mousedown", mousedownHandler, false);

function mousemoveHandler(event)
{
    var mouseX = event.pageX - canvas.offsetLeft;
    var mouseY = event.pageY - canvas.offsetTop;
    canvas.style.cursor = "default";

    if(stage==2){

        canvas.style.cursor = "default";
        if (mouseX>300 && mouseX<300+250 && mouseY>400 && mouseY<400+100){
            canvas.style.cursor = "pointer";}
        }

    if(stage==1){
        canvas.style.cursor = "default";
        for(i=1;i<49;i++){

            if(face[i]==true){
                if(i<13){
                    if (mouseX>i*76-70 && mouseX<i*76-70+70 && mouseY>50 && mouseY<140){
                        canvas.style.cursor = "pointer";}
                    }
                else if(i>=13 && i<25){
                    if (mouseX>(i-12)*76-70 && mouseX<(i-12)*76-70+70 && mouseY>150 && mouseY<240){
                        canvas.style.cursor = "pointer";}
                    }
                else if(i>=25 && i<37){
                    if (mouseX>(i-24)*76-70 && mouseX<(i-24)*76-70+70 && mouseY>250 && mouseY<340){
                        canvas.style.cursor = "pointer";}
                    }
                else if(i>=37 && i<=48){
                    if (mouseX>(i-36)*76-70 && mouseX<(i-36)*76-70+70 && mouseY>350 && mouseY<440){
                        canvas.style.cursor = "pointer";}
                    }
                }
            }

        }

    }

}

function mousedownHandler(event)

```

```

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

  if(stage==2){
    if (mouseX>300 && mouseX<300+250 && mouseY>400 && mouseY<400+100){
      window.location.href = "index.html";}
  }

  if(stage==1){

  for(i=1;i<49;i++){

  if(face[i]==true){
    if(i<13){
      if (mouseX>i*76-70 && mouseX<i*76-70+70 && mouseY>50 && mouseY<140){
        if(ch==0){
          pos1=i;
          face[pos1]=false;
          ch=1;}
        else if(ch==1){
          pos2=i;
          face[pos2]=false;
          ch=2;}
        }
      }
    else if(i>=13 && i<25){
      if (mouseX>(i-12)*76-70 && mouseX<(i-12)*76-70+70 && mouseY>150 && mouseY<240){
        if(ch==0){
          pos1=i;
          face[pos1]=false;
          ch=1;}
        else if(ch==1){
          pos2=i;
          face[pos2]=false;
          ch=2;}

        }
      }
    else if(i>=25 && i<37){
      if (mouseX>(i-24)*76-70 && mouseX<(i-24)*76-70+70 && mouseY>250 && mouseY<340){
        if(ch==0){
          pos1=i;
          face[pos1]=false;
          ch=1;}
        else if(ch==1){
          pos2=i;
          face[pos2]=false;
          ch=2;}
        }
      }
    }
  }
}

```

```

        else if(i>=37 && i<=48){
if (mouseX>(i-36)*76-70 && mouseX<(i-36)*76-70+70 && mouseY>350 && mouseY<440){
    if(ch==0){
        pos1=i;
        face[pos1]=false;
        ch=1;}
    else if(ch==1){
        pos2=i;
        face[pos2]=false;
        ch=2;}
    }
}

}

}

}

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

if(stage==1){

ctx.fillStyle="#00FFCC";
ctx.fillRect(0, 0, canvas.width, canvas.height);

for(i=1;i<49;i++){
if(i<13){
if(face[i]==true){
ctx.fillStyle="#3C3CC7";
ctx.fillRect(76*i-70, 50,70, 90);}
else{
ctx.fillStyle="#86B3B9";
ctx.fillRect(76*i-70, 50, 70, 90);
ctx.fillStyle="black";
ctx.font = "75px Verdana";
ctx.fillText(table[i],76*i-70+5,50+74);}
}
else if(i>=13 && i<25){
if(face[i]==true){
ctx.fillStyle="#3C3CC7";
ctx.fillRect(76*(i-12)-70, 150,70, 90);}
else{
ctx.fillStyle="#86B3B9";
ctx.fillRect(76*(i-12)-70, 150, 70, 90);
ctx.fillStyle="black";
ctx.font = "75px Verdana";
ctx.fillText(table[i],76*(i-12)-70+5,150+74);}
}
}
}
}

```

```

}
else if(i>=25 && i<37){
if(face[i]==true){
ctx.fillStyle="#3C3CC7";
ctx.fillRect(76*(i-24)-70, 250,70, 90);}
else{
ctx.fillStyle="#86B3B9";
ctx.fillRect(76*(i-24)-70, 250, 70, 90);
ctx.fillStyle="black";
ctx.font = "75px Verdana";
ctx.fillText(table[i],76*(i-24)-70+5,250+74);}
}
else if(i>=37 && i<=48){
if(face[i]==true){
ctx.fillStyle="#3C3CC7";
ctx.fillRect(76*(i-36)-70, 350,70, 90);}
else{
ctx.fillStyle="#86B3B9";
ctx.fillRect(76*(i-36)-70, 350, 70, 90);
ctx.fillStyle="black";
ctx.font = "75px Verdana";
ctx.fillText(table[i],76*(i-36)-70+5,350+74);}
}

```

```

nt = new Date().getTime();
seconds =nt-starttime;
sec=seconds/1000;

```

```

}

```

```

if(ch==2){
if(table[pos1]==table[pos2]){
score++;
ch=0;}
else{
a=a+5;
if(a>400){
face[pos1]=true;
face[pos2]=true;
ch=0;
a=0;}
}
}

```

```

if(score==24){
stage=2;
}
if(sec>1000){
stage=3;
}

```

```
}

if(stage==2){
ctx.fillStyle="red";
ctx.fillRect(0, 0, canvas.width, canvas.height);

ctx.fillStyle="black";
ctx.font = "70px Verdana";
ctx.fillText("Τα κατάφερες",40,60)

ctx.fillStyle="black";
ctx.font = "30px Verdana";
ctx.fillText("Ο χρόνος που έκανες είναι: "+sec,40,120)

ctx.fillStyle="#3C3CC7";
ctx.fillRect(300, 400, 250, 100);
ctx.fillStyle="white";
ctx.font = "30px Verdana";
ctx.fillText("ΠΑΙΞΕ ΞΑΝΑ",327,464)
}

if(stage==3){
ctx.fillStyle="red";
ctx.fillRect(0, 0, canvas.width, canvas.height);

ctx.fillStyle="black";
ctx.font = "100px Verdana";
ctx.fillText("GAME OVER",120,250)

ctx.fillStyle="#3C3CC7";
ctx.fillRect(300, 400, 250, 100);
ctx.fillStyle="white";
ctx.font = "30px Verdana";
ctx.fillText("ΠΑΙΞΕ ΞΑΝΑ",327,464)
}

}

</script>
</html>
```