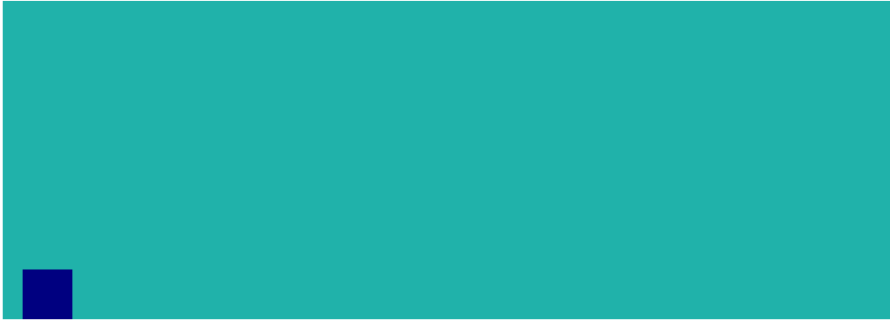


# Φύλλο εργασίας για «HTML5 -JavaScript»

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Πληροφορικής

## Κίνηση αντικειμένου με πλήκτρα με προσθήκη jump



```
<!doctype html>
<meta charset="utf-8" />
<title>gamenam</title>
<center>
<canvas width="900" height="320" ></canvas>
<script src="requestAnimationFramePolyfill.js"></script>
<script>
var canvas = document.querySelector("canvas");
var ctx = canvas.getContext("2d");

var aObject =
{
  x: 0,
  y: 0,
  width: 100,
  height: 40
};

var shape = Object.create(aObject);
shape.x = 20;
shape.y = 270;
shape.width=50;
shape.height=50;
shape.vx=3;
shape.vy=0;
shape.isOnGround=true;
shape.jumpForce= -12;

var RIGHT = 39;
var LEFT = 37;
var SPACE=32;
```

```

var moveLeft = false;
var moveRight = false;
var jump=false;

window.addEventListener("keydown", function(event)
{
  switch(event.keyCode)
  {

    case LEFT:
      moveLeft = true;
      break;
    case RIGHT:
      moveRight = true;
      break;
    case SPACE:
      jump= true;
      break;
  }
}, false);

window.addEventListener("keyup", function(event)
{
  switch(event.keyCode)
  {

    case LEFT:
      moveLeft = false;
      break;
    case RIGHT:
      moveRight = false;
      break;
    case SPACE:
      jump= false;
      break
  }
}, false);

update();

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

if(moveLeft==true && moveRight==false)
{
  shape.vx = -3;
}

if(moveRight==true && moveLeft==false)
{

```

```
    shape.vx = 3;
}

if(moveLeft==false && moveRight==false)
{
    shape.vx = 0;
    shape.gravity = 0.3;
}

if(jump==true && shape.isOnGround==true)
{
    shape.vy += shape.jumpForce;
    shape.isOnGround = false;
}

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

if(shape.isOnGround==false){
    shape.vy+=shape.gravity;}

if(shape.x+shape.width>canvas.width){
    shape.x=canvas.width-shape.width;
}
if(shape.x<0){
    shape.x=0;
}

if(shape.y+shape.height>canvas.height){
    shape.y=canvas.height-shape.height;
    shape.isOnGround = true;
    shape.vy=0;
}
if(shape.y<0){
    shape.y=0;
}

ctx.fillStyle="#20B2AA";
ctx.fillRect(0, 0, canvas.width, canvas.height);

ctx.fillStyle= "#000080";
ctx.fillRect(shape.x,shape.y,shape.width,shape.height);

}

</script>
</html>
```