

Φύλλο εργασίας για «HTML5 -JavaScript»

Εκπαιδευτικός: Παπαστεργίου Κωνσταντίνος, Καθηγητής
Πληροφορικής

Κίνηση αντικειμένου με πλήκτρα σε διαφορετικά στιγμιότυπα



```
<!doctype html>
<meta charset="utf-8" />
<title>gamename</title>
<center>
<canvas width="900" height="520" ></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 hero = Object.create(aObject);
hero.x = 120;
hero.y = 400;
hero.width=119;
hero.height=120;
hero.vx=0;
hero.vy=0;
hero.isOnGround=true;
hero.jumpForce= -12;

var shape2 = Object.create(aObject);
shape2.x = 1000;
shape2.y = 320;
```

```
shape2.width=400;  
shape2.height=200;
```

```
im1=new Image();  
im1.src="img/p1.png";  
im2=new Image();  
im2.src="img/p2.png";  
im3=new Image();  
im3.src="img/p3.png";  
im4=new Image();  
im4.src="img/p4.png";  
im5=new Image();  
im5.src="img/p5.png";  
im6=new Image();  
im6.src="img/p6.png";  
im7=new Image();  
im7.src="img/p7.png";  
im8=new Image();  
im8.src="img/p8.png";  
im9=new Image();  
im9.src="img/p9.png";  
im10=new Image();  
im10.src="img/p10.png";  
im11=new Image();  
im11.src="img/p11.png";  
im12=new Image();  
im12.src="img/p12.png";
```

```
imb1=new Image();  
imb1.src="img/pb1.png";  
imb2=new Image();  
imb2.src="img/pb2.png";  
imb3=new Image();  
imb3.src="img/pb3.png";  
imb4=new Image();  
imb4.src="img/pb4.png";  
imb5=new Image();  
imb5.src="img/pb5.png";  
imb6=new Image();  
imb6.src="img/pb6.png";  
imb7=new Image();  
imb7.src="img/pb7.png";  
imb8=new Image();  
imb8.src="img/pb8.png";  
imb9=new Image();  
imb9.src="img/pb9.png";  
imb10=new Image();  
imb10.src="img/pb10.png";  
imb11=new Image();
```

```
imb11.src="img/pb11.png";
imb12=new Image();
imb12.src="img/pb12.png";

a=0;
var move=0;

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)
{
    hero.vx = -5;
        move=1;
    }

if(moveRight==true && moveLeft==false)
{
    hero.vx = 5;
        move=2;
    }

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

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

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

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

if(hero.x<120){
hero.x=120;
hero.vx=0;
}

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

if(hero.y+hero.height>shape2.y && hero.y<250 && hero.x+hero.width-25>shape2.x
&& hero.x+25<shape2.x+shape2.width){
hero.y=canvas.height-hero.height-shape2.height;
hero.isOnGround = true;
hero.vy=0;
}

```

```

if(!jump==true){
hero.vy+=12;}
}

if((hero.x+hero.width>=shape2.x+27) && (hero.x+27<=shape2.x+shape2.width)
&& (hero.y+hero.height>shape2.y)){
hero.x=hero.x-herovx;
hero.vx=0;
}

ctx.fillStyle="#99D35C";
ctx.fillRect(0, 0, 20000, canvas.height);
ctx.translate(-hero.vx,0)

ctx.fillStyle= "blue";
ctx.fillRect(shape2.x,shape2.y,shape2.width,shape2.height);

a=a+5;

if(move==0){
  ctx.drawImage(im9,hero.x,hero.y,hero.width,hero.height);
  a=0;
}

if(a<10){
  if(move==2){
    ctx.drawImage(im1,hero.x,hero.y,hero.width,hero.height);}
  else if(move==1){
    ctx.drawImage(imb1,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=10 && a<20){
  if(move==2){
    ctx.drawImage(im2,hero.x,hero.y,hero.width,hero.height);}
  else if(move==1){
    ctx.drawImage(imb2,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=20 && a<30){
  if(move==2){
    ctx.drawImage(im3,hero.x,hero.y,hero.width,hero.height);}
  else if(move==1){
    ctx.drawImage(imb3,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=30 && a<40){
  if(move==2){
    ctx.drawImage(im4,hero.x,hero.y,hero.width,hero.height);}
  else if(move==1){
    ctx.drawImage(imb4,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=40 && a<50){
  if(move==2){

```

```

        ctx.drawImage(im5,hero.x,hero.y,hero.width,hero.height);}
else if(move==1){
    ctx.drawImage(imb5,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=50 && a<60){
    if(move==2){
        ctx.drawImage(im6,hero.x,hero.y,hero.width,hero.height);}
    else if(move==1){
        ctx.drawImage(imb6,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=60 && a<70){
    if(move==2){
        ctx.drawImage(im7,hero.x,hero.y,hero.width,hero.height);}
    else if(move==1){
        ctx.drawImage(imb7,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=70 && a<80){
    if(move==2){
        ctx.drawImage(im8,hero.x,hero.y,hero.width,hero.height);}
    else if(move==1){
        ctx.drawImage(imb8,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=80 && a<90){
    if(move==2){
        ctx.drawImage(im9,hero.x,hero.y,hero.width,hero.height);}
    else if(move==1){
        ctx.drawImage(imb9,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=90 && a<100){
    if(move==2){
        ctx.drawImage(im10,hero.x,hero.y,hero.width,hero.height);}
    else if(move==1){
        ctx.drawImage(imb10,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=100 && a<110){
    if(move==2){
        ctx.drawImage(im11,hero.x,hero.y,hero.width,hero.height);}
    else if(move==1){
        ctx.drawImage(imb11,hero.x,hero.y,hero.width,hero.height);}
}
if(a>=110 && a<120){
    if(move==2){
        ctx.drawImage(im12,hero.x,hero.y,hero.width,hero.height);}
    else if(move==1){
        ctx.drawImage(imb12,hero.x,hero.y,hero.width,hero.height);}
}

if(a>=120){
a=0;}
}

```

```
</script>  
</html>
```