بازی کلمه باز

چکیده

مهمترین هدف این پروژه دسترسی به الگوریتمی برای ایجاد چرخه در بازی بدون نیاز به ایجاد چرخه FPS چه در server و چه در client است.

Kalamebaz یک بازی آنلاین multiplayer بزرگ در ژانر io است که به طور realtime تعداد بازیکنان نامحدودی میتواند به یکدیگر متصل کند.

داستان بازی از این قرار است که هر بازیکن در اول نامی برای خود انتخاب میکند و وارد میشود(از مهمترین نکات بازی های io ورود به بازی با یک دکمه است) این بازیکن به طور اتوماتیک به یکی از game room های بازی که فزای آزاد برای بازیکن جدید دارد در قسمت لیست بازیکنان اضافه میشود, مثلا 10 بازیکن آنلاین هستند, حال بین آنها قرعه کشی میشود و یکی از آنها انتخاب شده و 3 کلمه فارسی برای او نمایش داده میشود, او پس از انتخاب یکی از کلمات باید نقاشی آن کلمه را در بومی که به او داده شده بکشد, این بود برای دیگران به طور زنده نمایش داده میشود, دیگران 80 ثانیه فرصت دارند تا تشخیص دهند نقاشی مربوط به چه کلمه ای است, هرکه زودتر تشخیص دهد امتیاز بیشتری میگیرد و بسته به تعداد تشخیص ها, شخص نقاش هم امتیاز میگیرد, حال اگر شخص نقاش به جای نقاشی کلمه را بنویسد کلیدی برای Kick کردن او از بازی به بازی کنان دیگر داده میشود تا بتوانند درصورت تقلب رای اخراج به او دهند تا از room اخراج شود; هر دست بازی 10 round دارد که در انتهای هر round امتیاز های گرفته شده و کلی مشخص میشوند و در آخر هر دست 3 نفر برنده نهایی مشخص میشوند و بازی از اول آغاز میشود.

از راه های درامدی این بازی میتوان به تبلیغات میان round ها اشاره کرد

در اینجا به کتابخانه ها, مراحل ساخت, الگوریتم نو آورانه (قلب تپنده بازی) که اصلی ترین هدف این پروژه است, معرفی تکنیک های طراحی با استفاده از کتابخانه P5js و مقایسه این بازی با رقبا و برتری هایش میپردازیم.

1- فصل اول

یکی از جدیدترین ژانر های بازی که اخیرا قابل دسترس هستند io games است, از شناسه های io games این است که این بازی ها چند نفره همزمان با تعداد بازیکن زیاد میباشد که در Browser ها اجرا میشوند (free realtime multiplayer online), اولین بازی ها در این ژانر بین سال های 2015 و 2016 وارد بازار Browser ها شدند, تا قبل از این سال ها امکان ساخت چنین بازی هایی بسیار سخت بود و یا حتی وجود نداشت, تکنولوژی هایی که در ساخت این بازی ها دخیل هستند تکنولوژی web socket و nodejs است.

در این سو بنده هم در سال 2016 اولین بازی خود به سبک io را ساخته و روانه بازار رقابت کرده و تا به حال (2019) 4 بازی به این سبک ساخته ام و هم اکنون میخواهم پنجمین بازی خود را به نام Kalamebaz معرفی کنم که برگرفته از یکی از بازی های خارجی به نام sktibble.io است, با این تفاوت که این بازی به زبان فارسی و برای اولین بار برای موبایل همزمان با ورژن Browser روانی بازار خواهد شد, با توجه به اینکه در ایران بازی های io بسیار کم طرفدارند مجبور به اجرای این بازی برای موبایل ها هستیم پس این بار از تکنولوژی دیگری در تلفیق با دو تکنولوژی websocket و nodejs به نام phonegap استفاده میکنیم که به ما اجازه ساخت اپلیکیشن های موبایلی بر اساس html و css را میدهد.

از جمله مهمترین اهداف اینگونه بازی ها, بازی هایی با سریعترین سرعت اجرا و در عین حال قابل اجرا درتمامی سخت افزار ها که در عین حال آنلاین است میباشد, از مهمترین نکات در بازی های io عدم داشتن انتظار برای Lag و کند شدن بازی توسط بازیکنان است, تقریب هیچ بازی io ای نباید Lag یا تیک بگیرد, پس یکی از چالش های اینگونه بازی ها داشتن سرور قدرتمند و کدنویسی بهینه و بسیار فشرده است, همچنین برای جلوگیری از هک و Cheat و Glitch میبایست تمامی Logic (منطق) بازی را به سمت سرور انتقال داد.

کارهای مشابه:

Skribble.io: که بزرگترین بازی طراحی و حدس زدن آنلاین در ژانر io است که بازی ما برگرفته از این بازی خواهد بود, بزرگترین مشکل بازی skribble.io این است که این طراحی این بازی responsive نیست و برای موبایل ها optimise نشده است, ولی میتوان در تبلت از این بازی در حالت Landscape لذت برد.

Gartic.io: درست همانند Skribble.io است با این تفاوت که نسخه موبایل نیز دارد, ولی در بخش طراحی UI بسیار شلوغ و با تبلیغات طولانیست, اما در بخش نقاشی کردن بسیار قدرتمند است, در ضمن این بازی نتوانسته تمامی قابلیت های نقاشی و چت را در یک صفحه برای نسخه موبایل نمایش دهد.

Boom: .......

تفاوت Kalamebaz با بازی های فوق در این است که تمامی قابلیت های بازی Skribble.io را در یک صفحه در حالت Portrait به کاربران نمایش میدهد یعنی در یک صفحه هم نقاشی میتوان کشید و هم چت کرد بدون از دست دادن اطلاعاتی همچون امتیاز ها یا چت های قدیمیتر و تنها محل تبلیغ میان هر دست به اندازه حدود 5 ثانیه است.

اهداف:

هدف از ساخت این بازی, مشابه سازی بازی skribbl.io ولی optimize شده برای monile است, که برای چنین کاری ابتدا باید از مهمترین چالش ساخت چنین بازی io ای یعنی جنبه آنلاین بودن عبور کرد, هدف دوم از ساخت این بازی پیاده سازی الگوریتمی به جای داشتن main loop و به نمایش کشیدن دانش بازی سازی من در این ژانر است.

مشتری ها:

بازی ها به این سبک در چند وبسایت بزرگ دنیا تبلیغ میشوند و جهت قرار دادن بازی io خئد در این وبسایت ها میبایست کلیدی به صورت Link منصل به وبسایتشان در صفحه اصلی بازی خود قرار بدید, حال چون Kalamebaz برای موبایل و بازار داخلی و ایرانی است پس بازار ما google playstore, برای ios نرم افزار appstore و در بازار داخلی نرم افزار bazar میباشد و مشتریان و بازیکنان میتوانند از این طرق بازی مارا دانلود و بازی کنند.

2- فصل دوم

ابزارها: برای طراحی و ساخت این بازی میتوان از هر code editor ای استفاده کرد که من از نرم افزار Visual studio code استفاده کردم.

Visual studio code: آخرین ورژن این نرم افزار دانلود شده و پس از آن با ورود به بخش File – Prefrences – Extentions افزونه P5js را به VS code اضافه کردم و بعد از آن از داخل File – Prefrences – Color themes و دانلود Andromeda Theme کدنویسی را راحت تر کردم.

Nodejs: برای کد نویسی سمت سرور ما به Nodejs framework نیاز داریم که با رفتن به وبسایت Nodejs و دانلود این نرم افزار و نصب آن در Windows قابلیت های Nodejs را به کامپیوتر خود اضافه نمودم.

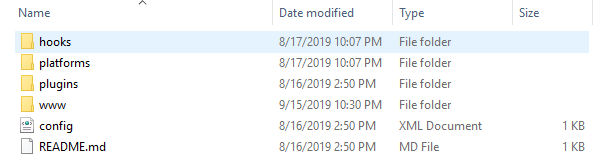
Google chrome: از این Browser جهت تست اجرای بازی خود و Debugging و Profiling بعنی تست و بررسی Performance و خطا یابی در سمت Client استفاده کردم.

Phonegap: از این نرم افزار که از زیر مجموعه های Adobe نیز میباشد جهت تبدیل کد های html5 css به اپلیکیشن موبایل استفاده کردم, از وبسایت Phonegap میتوان این نرم افزار را دانلود کرد و اپلیکیشن هایی نزدیک به حالت Native ولی با Html و css و Javascript ساخت.

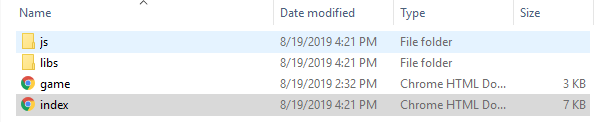
Mongodb: یک دیتابیس no sql است که از آن برای دخیره تمامی کلمات فارسی در سمت سرور استفاده میکنیم.

File Structure: ساختار فایل های این بازی به دو قسمت سمت client و server تقسیم میشود که در زیر آورده شده.

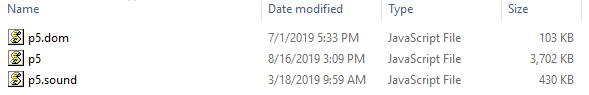
Client side hole structure



Client side www folder structure



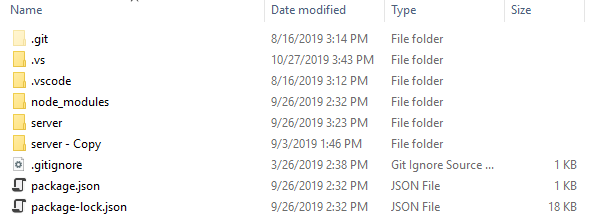
Client side lib folder content



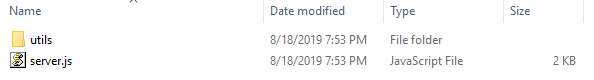
Client side js folder content



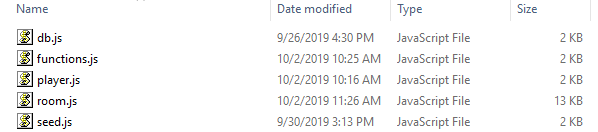
Server side hole structure



Server side server folder sturcture



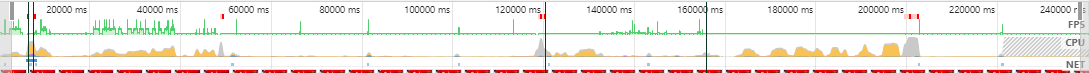
Server side utils folder structure



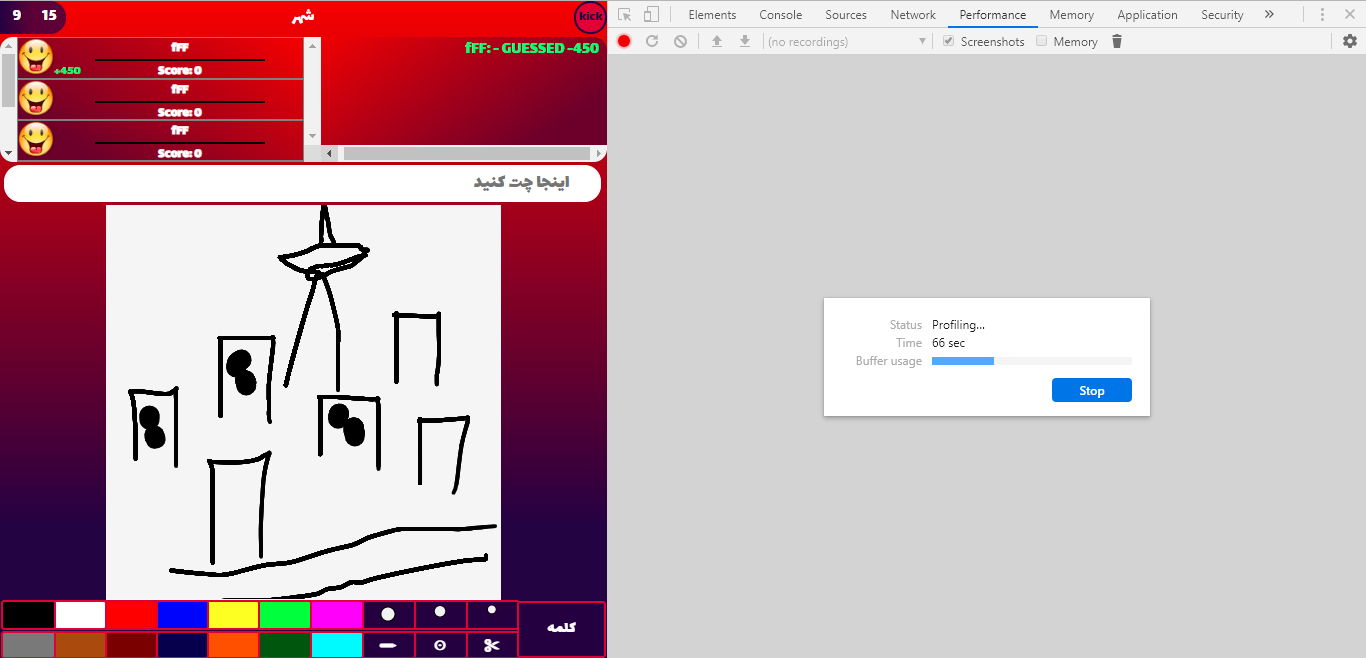
تست Performance بازی نهایی:

این تست طی 240 ثانیه از یکی از room های بازی با 6 بازیکن آنلاین در سمت client توسط google chrome گرفته شده که نتیجه نشان میدهد الگوریتم طراحی شده در بازی که در فصل آتی به آن میپردازیم به درستی عمیل کرده و فقط در هنگام طراحی و یا دریافت اطلاعات طراحی شاهد استفاده سنگین از network و CPU هستیم:

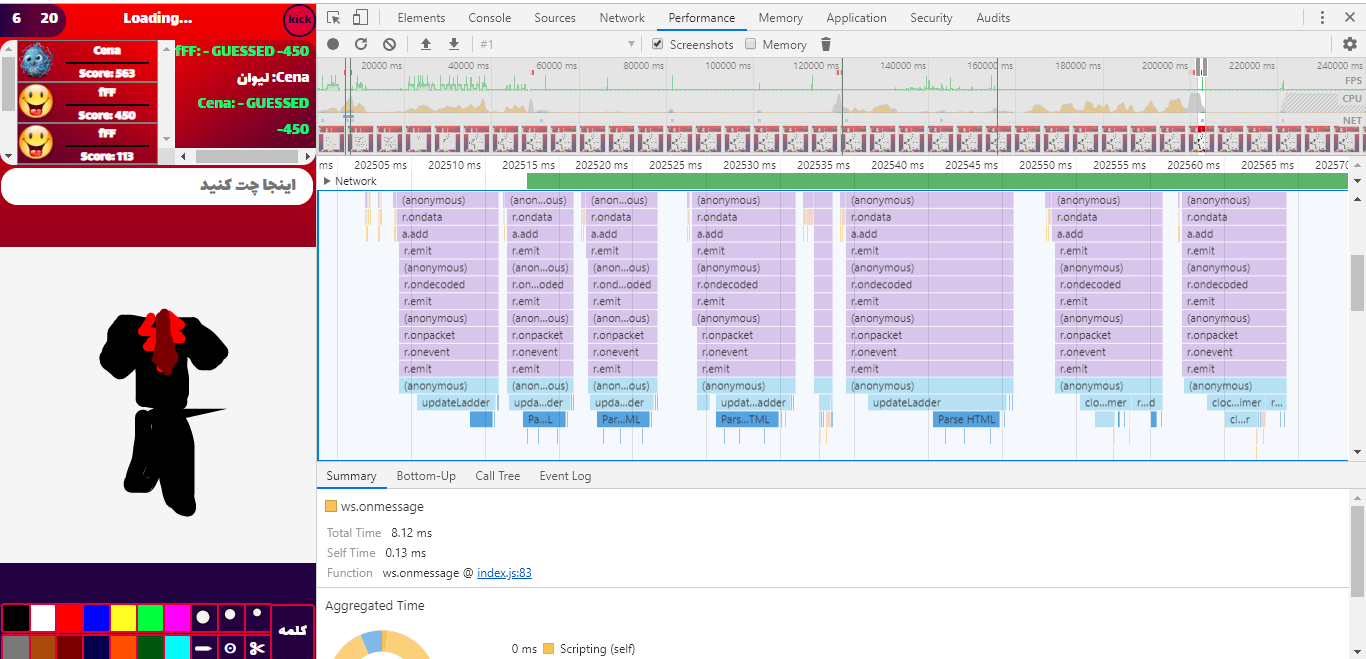
Profiling in 240 seconds on google chrome



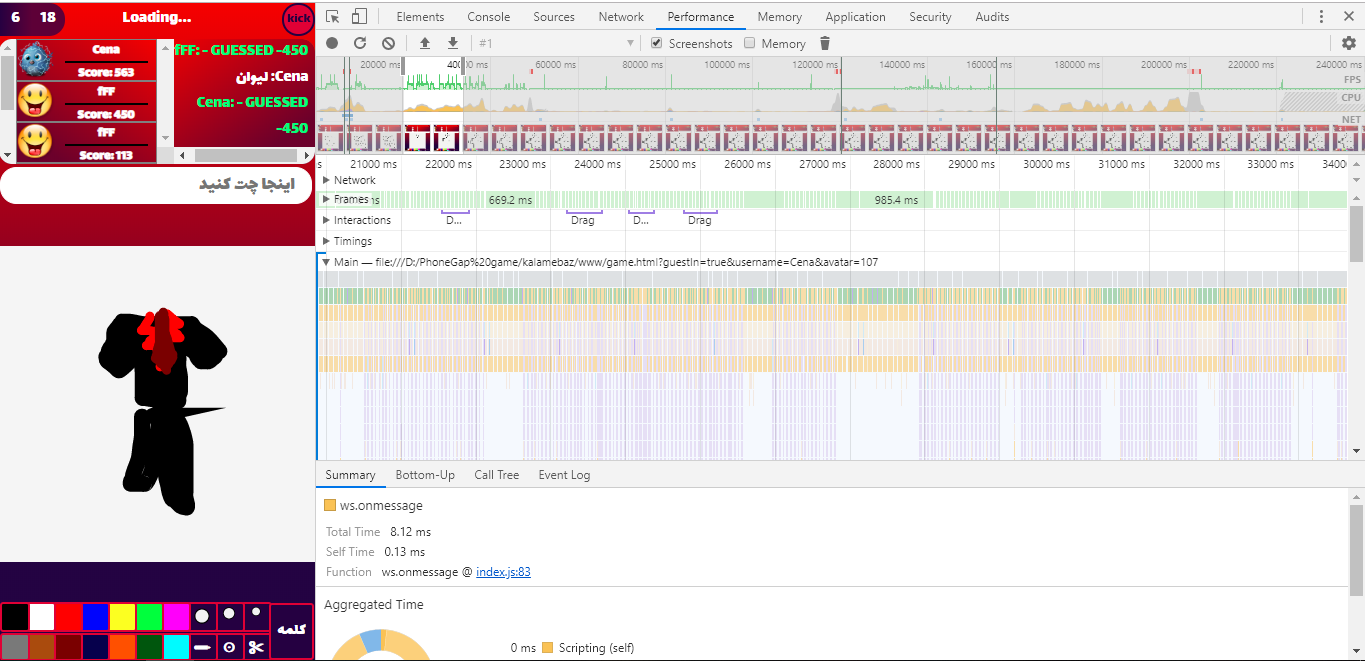
Picture of how it looked during profiling



Zoomed image of the part that data is received form server and the functions that has been called to handle them after a round is finished

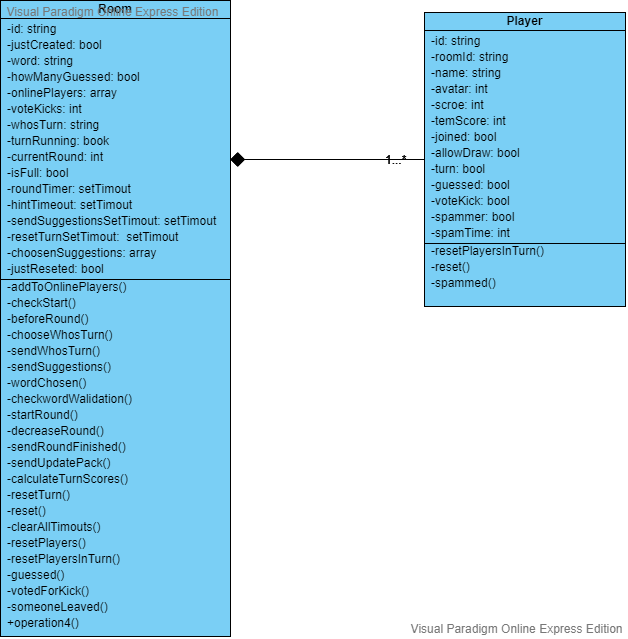


Zoomed image of the part that data is received form server and the functions that has been called to handle them during the draw of other players

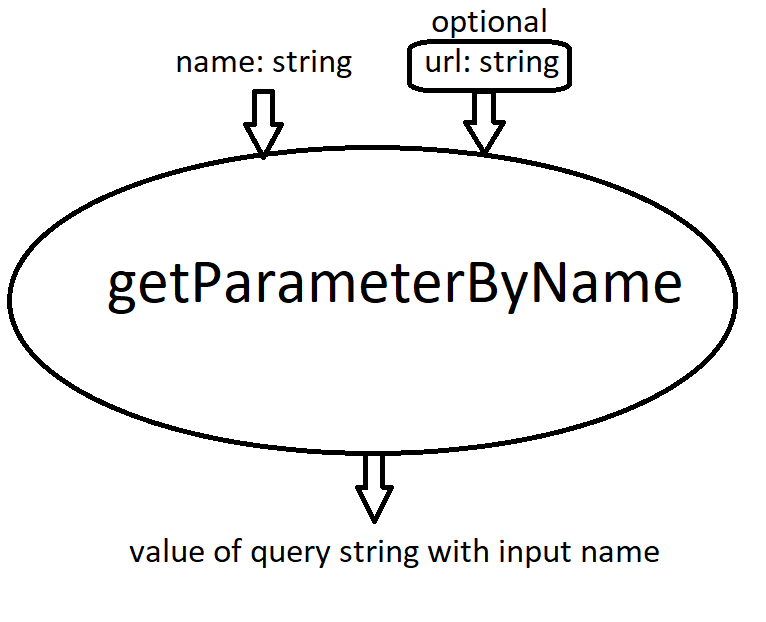


نمودارهایی که این بازی بر اساس آنها طراحی و پیاده سازی شده:

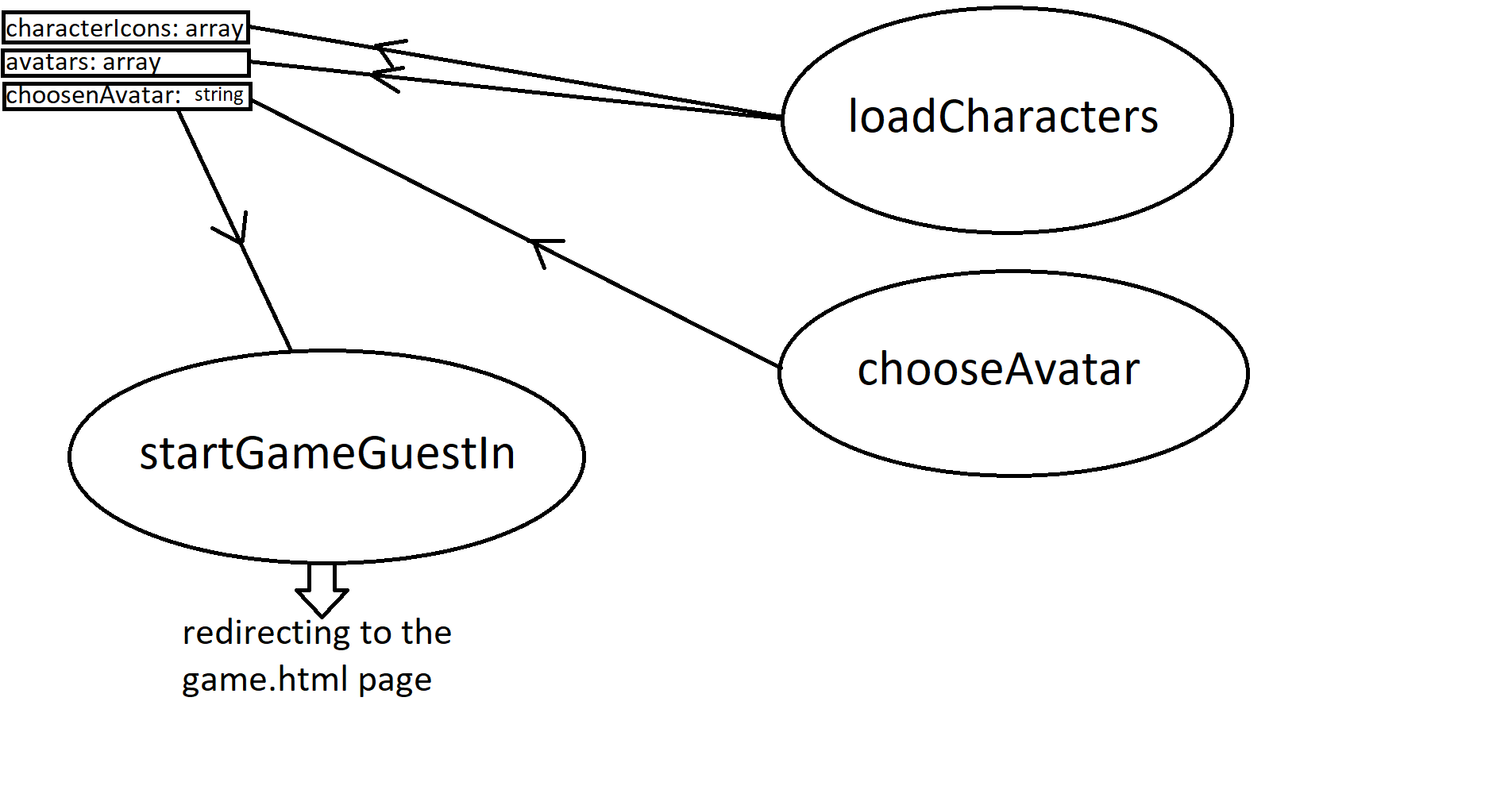
Server side Class Diagram



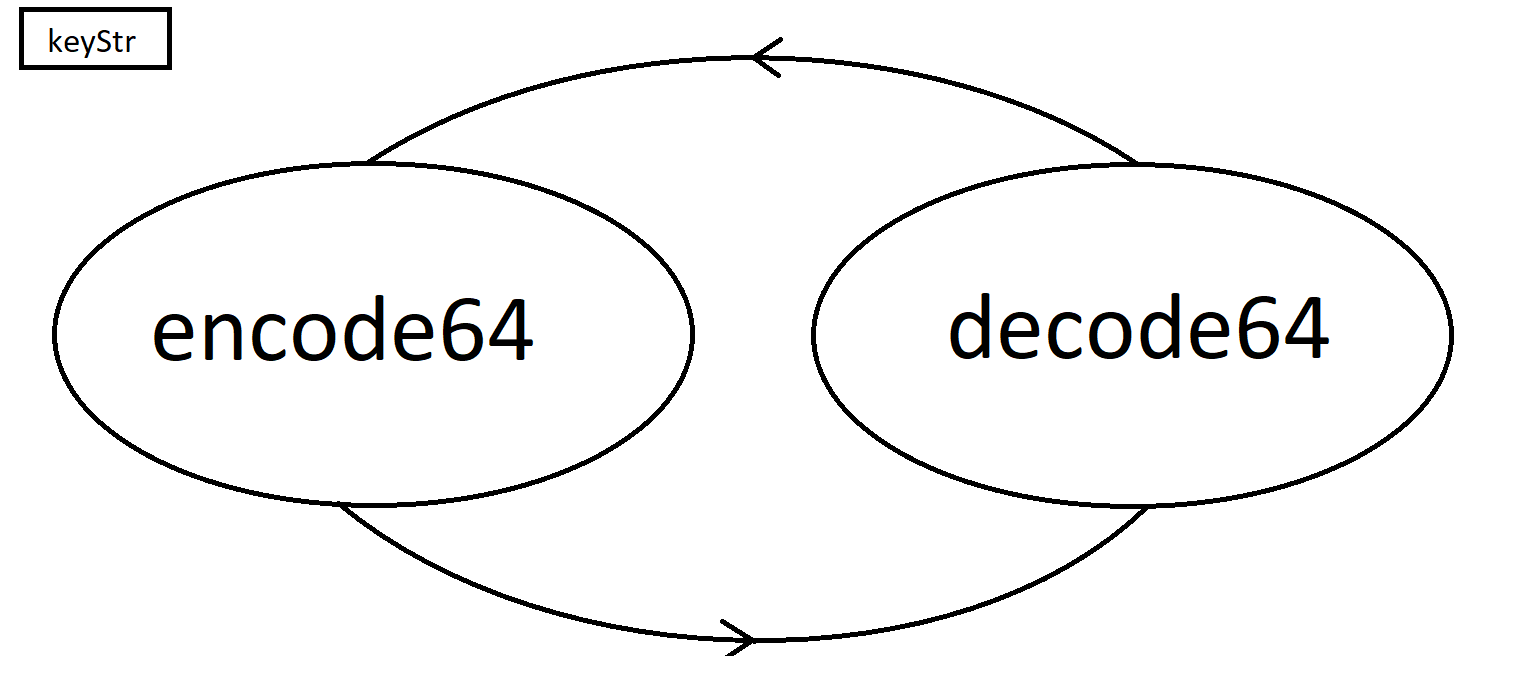
Client side functions.js diagram



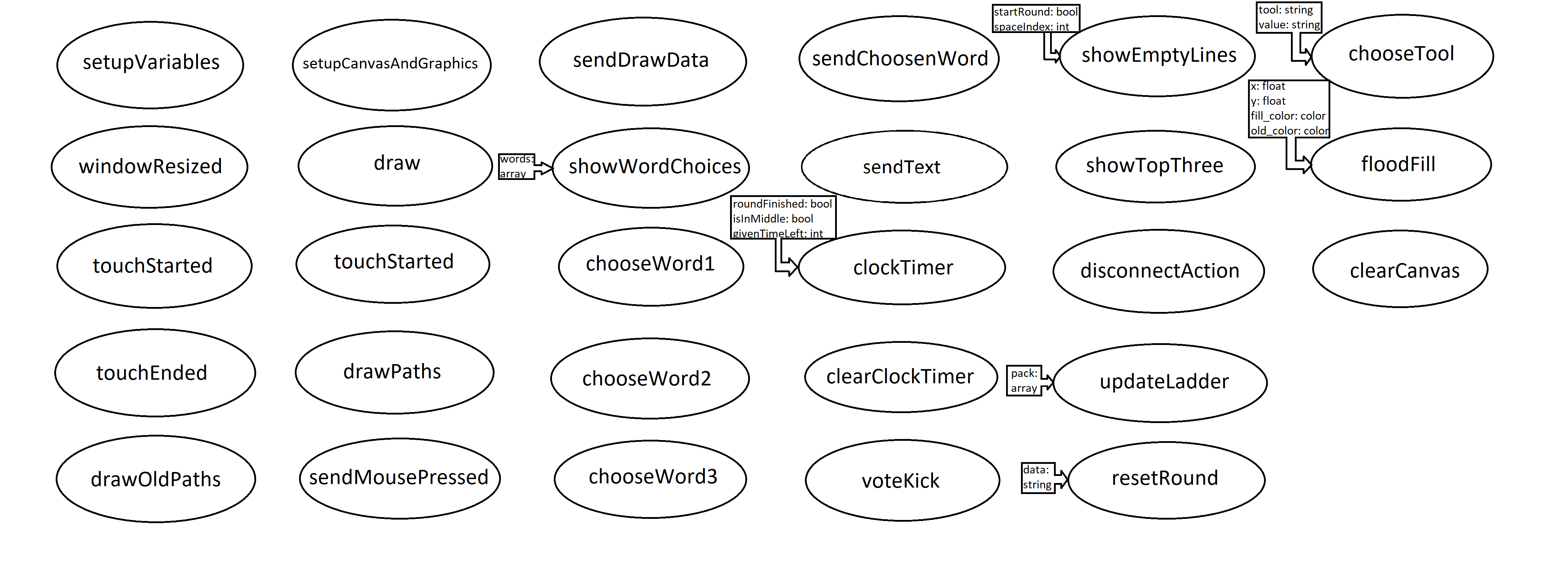
Client side Menu.js Diagram



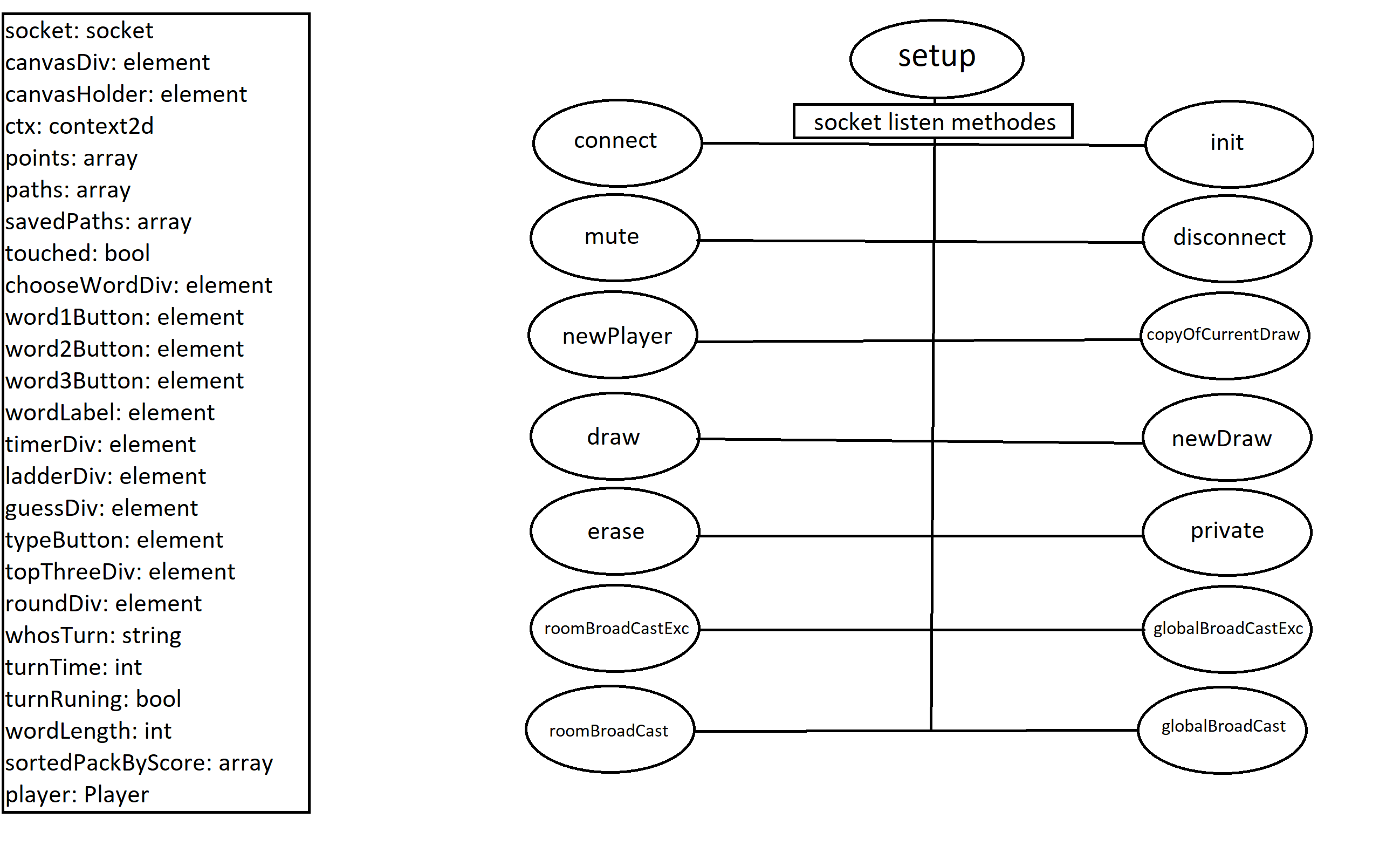
Client side code.js diagram



Client side sketch.js functions diagram



Client side sketch.js socket listens diagram



2- فصل سوم

در این فصل به کد ها, مراحل انجام کار و نوع روابط, رابط کاربری و در نهایت اجرا میپردازیم.

مراحل طراحی User Interface:  
همانطور که در بخش ساختار فایل ها در فصل دو آورده شد, بازی Kalamebaz دارای دو صفحه اصلی به زبان HTML است به نام index و game, که در اینجا پیشترفت کار در هر مرحله به همراه کد آورده شده.

محیط کاربری صفحه index:

با استفاده از HTML و CSS

کد و تصویر اولین صفحه طراحی شده برای این بازی

Index.html

(مرحله 1)

در این مرحله قالب کلی صفحه اصلی پایه گذاری شد



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width">

<title>Blank App</title>

<style>

.button {

background-color: #4CAF50; /\* Green \*/

border: none;

color: white;

text-align: center;

text-decoration: none;

display: inline-block;

font-size: 16px;

-webkit-transition-duration: 0.4s; /\* Safari \*/

transition-duration: 0.4s;

cursor: pointer;

} .button1 {

background-color: white;

color: black;

border: 2px solid #4CAF50;

} .button1:hover {

background-color: #4CAF50;

color: white;

}

</style>

</head>

<body dir="rtl" oncontextmenu="return false;" style="overflow-x: hidden; overflow-y: hidden; margin-top:0px; margin-left: 0px; width:100%; height:100%; background-color:darkseagreen ; font-size: 2.5vh;">

<div id="" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 70vw; height: 15vh; margin-top: 4vh; background-color: red; border-radius: 2.5vw; overflow-y: hidden; max-width: 800px;">

<div style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; text-align: center; width: 100%;font-size: 10vh; height: 10vh; background-color: aquamarine">کلمه باز</div>

</div>

<div id="" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 70vw; height: 30vh; margin-top: 22vh; background-color: red; border-radius: 2.5vw;; max-width: 800px;">

<div style="position: relative; left:0; right:0; margin:auto; text-align: center; width: 100%;font-size: 4vh; height: 5vh; background-color:blueviolet">برترین ها</div>

<div id="ladderDiv" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 69vw; height: 24vh; margin-top: 5.5vh; background-color:darkmagenta; border-radius: 0 0 2.5vw 2.5vw; overflow-y: scroll; overflow-x: hidden; max-width: 795px;">

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

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</div>

</div>

<div id="" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 70vw; margin-top: 55vh; height: 40vh; background-color: black; border-radius: 2.5vw; max-width: 800px;">

<div style="position: relative ;width: 80%; font-size: 3vh; margin-right: 8%; margin-top: 3vh; background-color: red; text-align: center; font-size: 6vh">ورود</div>

<input id="userNameInput" type="text" name="" value="" placeholder="نام" style="position: relative ;width: 75%; height: 10%; font-size: 3vh; border-radius: 2.5vh; margin-right: 8%; margin-top: 2vh; padding-right: 5%; outline:none;">

<input id="passwordInput" type="text" name="" value="" placeholder="رمز" style="position: relative ;width: 75%; height: 10%; font-size: 3vh; border-radius: 2.5vh; margin-right: 8%; margin-top: 2vh; padding-right: 5%; outline:none;">

<button id="passwordInput" class="button button1" type="text" style="position: relative ;width: 40%; height: 10%; font-size: 3vh; margin-right: 7%; margin-top: 3vh; outline:none;">ورود</button>

<button id="passwordInput" class="button button1" type="text" style="position: relative ;width: 40%; height: 10%; font-size: 3vh; margin-right: 1%; margin-top: 3vh; outline:none;">مهمان</button>

<div style="position: relative ;width: 50%; margin-right: 25%; margin-top: 1vh; text-align: center; font-size: 2.5vh; text-align: center; font-size: 2vh; color: white"><a>ثبت نام</a></div>

<div style="position: relative ;width: 50%; margin-right: 25%; margin-top: 1vh; text-align: center; font-size: 2.5vh; text-align: center; font-size: 2vh; color: white"><a>بازیابی رمز</a></div>

</div>

</body>

</html>

(مرحله 2)

کمی تغییر در استایل div پایینی



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width">

<title>Blank App</title>

<style>

.button {

background-color: #4CAF50; /\* Green \*/

border: none;

color: white;

text-align: center;

text-decoration: none;

display: inline-block;

font-size: 16px;

-webkit-transition-duration: 0.4s; /\* Safari \*/

transition-duration: 0.4s;

cursor: pointer;

} .button1 {

background-color: white;

color: black;

border: 2px solid #4CAF50;

} .button1:hover {

background-color: #4CAF50;

color: white;

}

</style>

</head>

<body dir="rtl" oncontextmenu="return false;" style="overflow-x: hidden; overflow-y: hidden; margin-top:0px; margin-left: 0px; width:100%; height:100%; background-color:darkseagreen ; font-size: 2vh; max-width: 600px;">

<div id="" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 90vw; height: 15vh; margin-top: 4vh; background-color: red; border-radius: 4vw 4vw 0 0; overflow-y: hidden; max-width: 600px;">

<div style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; text-align: center; width: 100%;font-size: 6vh; height: 10vh; background-color: aquamarine">کلمه باز</div>

</div>

<div id="" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 90vw; height: 30vh; margin-top: 20vh; background-color: red; border-radius: 0; max-width: 600px;">

<div style="position: relative; left:0; right:0; margin:auto; text-align: center; width: 100%;font-size: 3.5vh; height: 5vh; background-color:blueviolet">برترین ها</div>

<div id="ladderDiv" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 99%; height: 24vh; margin-top: 5.5vh; background-color:darkmagenta; border-radius: 0; overflow-y: scroll; overflow-x: hidden; max-width: 795px;">

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; background-color: hotpink; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color:darkred">سینا ------- 200000</div>

</div>

</div>

<form id="signInForm" action="game.html" method="GET" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 90vw; margin-top: 51vh; height: 45vh; background-color: black; border-radius: 0 0 4vw 4vw; max-width: 600px;">

<div style="position: relative ;width: 90%; margin-right: 5%; margin-top: 2vh; background-color: red; text-align: center; font-size: 5vh">ورود</div>

<input id="userNameInput" type="text" name="username" value="" placeholder="نام" style="position: relative ;width: 75%; height: 14%; font-size: 3vh; border-radius: 2.5vh; margin-right: 8%; margin-top: 2vh; padding-right: 5%; outline:none;">

<input id="passwordInput" type="password" name="password" value="" placeholder="رمز" style="position: relative ;width: 75%; height: 14%; font-size: 3.5vh; border-radius: 2.5vh; margin-right: 8%; margin-top: 2vh; padding-right: 5%; outline:none;">

<button id="signInButton" class="button button1" name="signIn" value="true" type="text" style="position: relative ;width: 40%; height: 20%; font-size: 3.5vh; margin-right: 7%; margin-top: 2vh; outline:none;">ورود</button>

<button id="guestInButton" class="button button1" name="guestIn" value="true" type="text" style="position: relative ;width: 40%; height: 20%; font-size: 3.5vh; margin-right: 1%; margin-top: 2vh; outline:none;">مهمان</button>

<div style="position: relative ;width: 80%; margin-right: 10%; margin-top: 1vh; text-align: center; text-align: center; font-size: 2vh; color: white"><a href="#">ثبت نام</a>&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp<a href="#">بازیابی رمز</a></div>

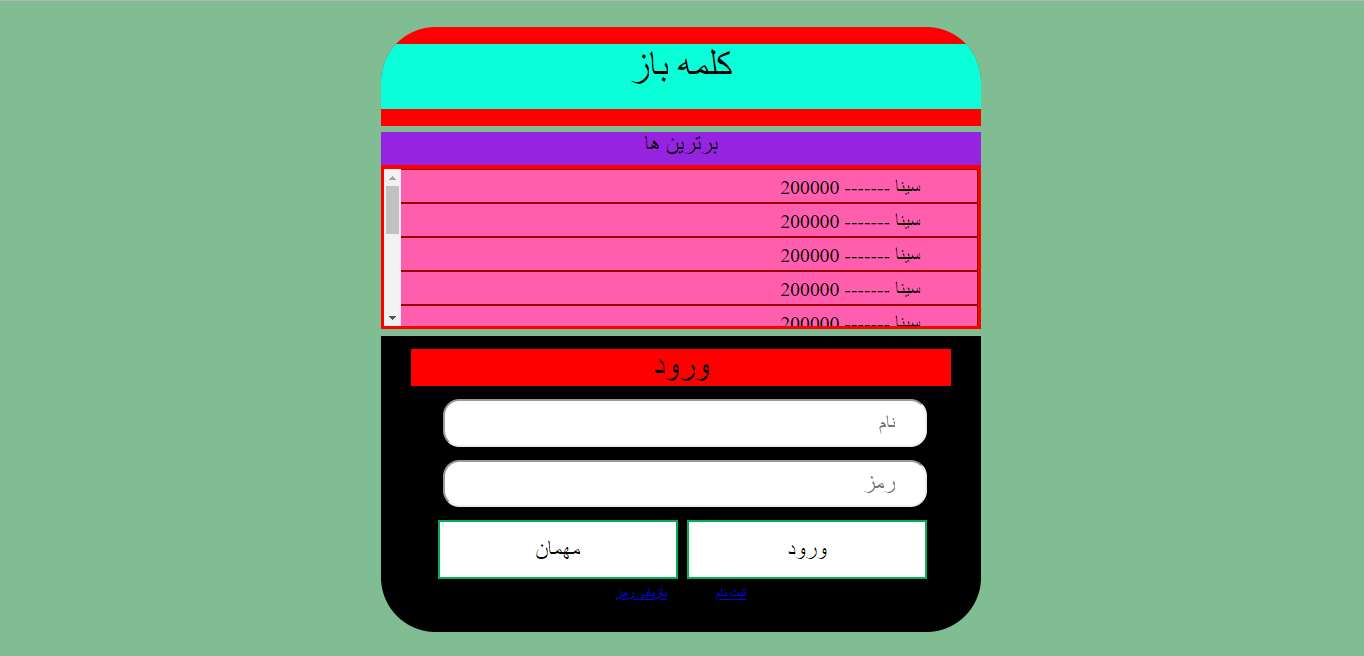
</form>

</body>

</html>

(مرحله 4)

تنها تغییر در فاصله اینپوت باکس ها



<div id="signInForm" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 90vw; margin-top: 51vh; height: 45vh; background-color: black; border-radius: 0 0 4vw 4vw; max-width: 600px;">

<div style="position: relative ;width: 90%; margin-right: 5%; margin-top: 2vh; background-color: red; text-align: center; font-size: 5vh">ورود</div>

<input id="userNameInput" type="text" value="" placeholder="نام" style="position: relative ;width: 75%; height: 14%; font-size: 3vh; border-radius: 2.5vh; margin-right: 9%; margin-top: 2vh; padding-right: 5%; outline:none;">

<input id="passwordInput" type="password" value="" placeholder="رمز" style="position: relative ;width: 75%; height: 14%; font-size: 3.5vh; border-radius: 2.5vh; margin-right: 9%; margin-top: 2vh; padding-right: 5%; outline:none;"><button id="signInButton" onclick="startGameSignIn();" class="button button1" value="true" type="text" style="position: relative ;width: 40%; height: 20%; font-size: 3.5vh; margin-right: 9%; margin-top: 2vh; outline:none;">ورود</button>

<button id="guestInButton" onclick="startGameGuestIn();" class="button button1" value="true" type="text" style="position: relative ;width: 40%; height: 20%; font-size: 3.5vh; margin-right: 1%; margin-top: 2vh; outline:none;">مهمان</button>

<div style="position: relative ;width: 80%; margin-right: 10%; margin-top: 1vh; text-align: center; text-align: center; font-size: 2vh; color: white"><a href="#">ثبت نام</a>&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp<a href="#">بازیابی رمز</a></div>

</div>

(مرحله 6)

در این مرحله تنها به زیبا سازی و زنگ آمیزی پرداخشته شده و کمکم به شکل نهایی نزدیک میشویم



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width, viewport-fit=cover">

<title>Blank App</title>

<style>

@font-face {

font-family: 'Lalezar';

src: url('./css/fonts/Lalezar-Regular.ttf');

font-weight: normal;

font-style: normal;

}

html {

font-family: "Lalezar";

}

body {

-webkit-user-select: none; /\* Safari 3.1+ \*/

-moz-user-select: none; /\* Firefox 2+ \*/

-ms-user-select: none; /\* IE 10+ \*/

user-select: none; /\* Standard syntax \*/

}

.button {

background-color: #4CAF50; /\* Green \*/

border: none;

color: white;

text-align: center;

text-decoration: none;

display: inline-block;

font-size: 16px;

-webkit-transition-duration: 0.4s; /\* Safari \*/

transition-duration: 0.4s;

cursor: pointer;

}

.button1 {

background-color: #210042;

color: #ffffff;

border: 0.2vh solid rgba(201,0,67,1);

border-radius: 1vh;

font-family: Lalezar;

} .button1:hover {

background-color: rgba(201,0,67,1);

color: black;

border: 2px solid #210042;

} ::placeholder { /\* Chrome, Firefox, Opera, Safari 10.1+ \*/

color: thistle;

opacity: 1; /\* Firefox \*/

}

</style>

</head>

<!-- background: linear-gradient(180deg, rgba(0,80,167,1) 0%, rgba(132,222,255,1) 100%); -->

<body dir="rtl" oncontextmenu="return false;" style="overflow-x: hidden; overflow-y: hidden; margin-top:0px; margin-left: 0px; width:100%; height:100%; background: linear-gradient(180deg, rgba(255,44,55,1) 0%, rgba(201,0,67,1) 100%); font-size: 2vh; max-width: 600px; ">

<div id="" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 90vw; height: 15vh; margin-top: 4vh; background: linear-gradient(180deg, rgba(255,90,21,1) 0%, rgba(255,44,55,1) 100%); border-radius: 4vw 4vw 0 0; overflow-y: hidden; max-width: 600px;">

<div style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; text-align: center; width: 100%;font-size: 6vh; height: 10vh; ; color: #ffffff">کلمه باز</div>

</div>

<div id="" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 90vw; height: 30vh; margin-top: 19.5vh; border-radius: 0; max-width: 600px;">

<div style="position: relative; left:0; right:0; margin:auto; text-align: center; width: 100%;font-size: 3.5vh; height: 5vh; background: linear-gradient(180deg, rgba(255,44,55,1) 0%, rgba(201,0,67,1) 100%); color: white">برترین ها</div>

<div id="ladderDiv" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 100%; height: 24vh; margin-top: 5.5vh; background: linear-gradient(180deg, rgba(201,0,67,1) 43%, rgba(88,0,54,1) 100%); border-radius: 0; overflow-y: scroll; overflow-x: hidden; max-width: 795px;">

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

<div style="position: relative; width: 90%; height:4vh; font-size: 3vh; padding-top: 1vh; padding-right: 10%; border-width: 0.1vh; border-style: solid; border-color: rgba(255,44,55,1); color: #000000">سینا ------- 200000</div>

</div>

</div>

<div id="signInForm" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 90vw; margin-top: 50vh; height: 47vh; background: linear-gradient(180deg, rgba(88,0,54,1) 0%, rgba(27,0,59,1) 50%, rgba(0,0,50,1) 100%); border-radius: 0 0 4vw 4vw; max-width: 600px;">

<div style="position: relative ;width: 90%; margin-right: 5%; margin-top: 2vh; background: radial-gradient(circle, rgba(255,95,29,1) 0%, rgba(31,0,63,1) 100%); text-align: center; font-size: 5vh; color: #ffffff; border-radius: 1vh;">شروع کن</div>

<input id="userNameInput" type="text" value="" placeholder="نام" style="position: relative ; font-family: Lalezar; width: 75%; height: 14%; font-size: 3vh; border-radius: 1vh; margin-right: 9%; margin-top: 2vh; padding-right: 5%; outline:none; background-color: transparent; border-color: rgba(201,0,67,1); border-style: solid; color: white">

<input id="passwordInput" type="password" value="" placeholder="رمز" style="position: relative ; font-family: Lalezar; width: 75%; height: 14%; font-size: 3.5vh; border-radius: 1vh; margin-right: 9%; margin-top: 2vh; padding-right: 5%; outline:none; background-color: transparent; border-color: rgba(201,0,67,1); border-style: solid; color: white">

<button id="signInButton" onclick="startGameSignIn();" class="button button1" value="true" type="text" style="position: relative ;width: 40%; height: 20%; font-size: 3.5vh; margin-right: 9%; margin-top: 2vh; outline:none;">ورود</button>

<button id="guestInButton" onclick="startGameGuestIn();" class="button button1" value="true" type="text" style="position: relative ;width: 40%; height: 20%; font-size: 3.5vh; margin-right: 1%; margin-top: 2vh; outline:none;">مهمان</button>

<div style="position: relative ;width: 80%; margin-right: 10%; margin-top: 1vh; text-align: center; text-align: center; font-size: 2.5vh; color: white"><a href="#" style="color: rgba(255,90,21,1);">ثبت نام</a>&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp<a href="#" style="color: rgba(255,90,21,1);">بازیابی رمز</a></div>

</div>

<script src="js/code.js"></script>

<script src="js/menu.js"></script>

<!-- <script type='text/javascript'></script> -->

</body>

</html>

(مرحله 7)

در این مرحله به دلیل دنبال کردن قوانین بازی های سبک آی او بخش کلمه عبور حذف شد و برای اولین بار از استایل ها در صفحه مجزا استفاده شد یعنی بخش css جدا شد و به فایلی جداگانه انتقال داده شد



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width, viewport-fit=cover">

<title>Blank App</title>

<link rel="stylesheet" type="text/css" href="css/indexStyle.css">

<style>

</style>

</head>

<body dir="rtl" oncontextmenu="return false;">

<div class="headerContainer">

<div class="headerWord">کلمه باز</div>

</div>

<div class="treeHolder">

<div class="treeHolderHeader">تبلیغات</div>

<div id="ladderDiv">

<div class="treeHolderRow">PURY.space</div>

<div class="treeHolderRow">UFOWAR.space</div>

<div class="treeHolderRow">LASTWAR.xyz</div>

<div class="treeHolderRow">SPERMER.io</div>

<div class="treeHolderRow">KARRAR MBT</div>

</div>

</div>

<div id="signInForm">

<div class="startHeader">شروع کن</div>

<input id="userNameInput" type="text" value="" placeholder="نام" class="userPassInput">

<!-- <input id="passwordInput" type="password" value="" placeholder="رمز" class="userPassInput"> -->

<!-- <button id="signInButton" onclick="startGameSignIn();" class="button button1 loginButton" value="true" type="text" style="margin-right: 9%">ورود</button> -->

<button id="guestInButton" onclick="startGameGuestIn();" class="button button1 loginButton" value="true" type="text">مهمان</button>

<!-- <div class="signInForgot""><a href="#" class="aStyle">ثبت نام</a>&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp<a href="#" class="aStyle">بازیابی رمز</a></div> -->

</div>

<script src="js/code.js"></script>

<script src="js/menu.js"></script>

</body>

</html>

CSS:

@font-face {

font-family: 'Lalezar';

src: url('fonts/Lalezar-Regular.ttf');

font-weight: normal;

font-style: normal;

}

html {

font-family: "Lalezar";

}

body {

-webkit-user-select: none;

/\* Safari 3.1+ \*/

-moz-user-select: none;

/\* Firefox 2+ \*/

-ms-user-select: none;

/\* IE 10+ \*/

user-select: none;

/\* Standard syntax \*/

overflow-x: hidden;

overflow-y: hidden;

margin-top:0px;

margin-left: 0px;

width:100%;

height:100%;

background: linear-gradient(180deg, rgba(255,44,55,1) 0%, rgba(201,0,67,1) 100%);

font-size: 2vh;

max-width: 600px;

}

.button {

background-color: #4CAF50;

/\* Green \*/

border: none;

color: white;

text-align: center;

text-decoration: none;

display: inline-block;

font-size: 16px;

-webkit-transition-duration: 0.4s;

/\* Safari \*/

transition-duration: 0.4s;

cursor: pointer;

}

.button1 {

background-color: #210042;

color: #ffffff;

border: 0.2vh solid rgba(201,0,67,1);

border-radius: 1vh;

font-family: Lalezar;

}

.button1:hover {

background-color: rgba(201,0,67,1);

color: black;

border: 2px solid #210042;

}

::placeholder {

/\* Chrome, Firefox, Opera, Safari 10.1+ \*/

color: thistle;

opacity: 1;

/\* Firefox \*/

}

.headerContainer {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 90vw;

height: 15vh;

margin-top: 4vh;

background: linear-gradient(180deg, rgba(255,90,21,1) 0%, rgba(255,44,55,1) 100%);

border-radius: 4vw 4vw 0 0;

overflow-y: hidden;

max-width: 600px;

}

.headerWord{

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

text-align: center;

width: 100%;

font-size: 6vh;

height: 10vh;

color: #ffffff;

}

.treeHolder {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 90vw;

height: 40vh;

margin-top: 19.5vh;

border-radius: 0;

max-width: 600px;

}

#ladderDiv {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 100%;

height: 34vh;

margin-top: 5.5vh;

background: linear-gradient(180deg, rgba(201,0,67,1) 43%, rgba(88,0,54,1) 100%);

border-radius: 0;

overflow-y: scroll;

overflow-x: hidden;

max-width: 795px;

}

.treeHolderHeader {

position: relative;

left:0;

right:0;

margin:auto;

text-align: center;

width: 100%;

font-size: 3.5vh;

height: 5vh;

background: linear-gradient(180deg, rgba(255,44,55,1) 0%, rgba(201,0,67,1) 100%);

color: white;

}

.treeHolderRow {

position: relative;

width: 90%;

height:4vh;

font-size: 3vh;

padding-top: 1vh;

padding-right: 10%;

border-width: 0.1vh;

border-style: solid;

border-color: rgba(255,44,55,1);

color: #000000;

}

#signInForm {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 90vw;

margin-top: 60vh;

height: 35vh;

background: linear-gradient(180deg, rgba(88,0,54,1) 0%, rgba(27,0,59,1) 50%, rgba(0,0,50,1) 100%);

border-radius: 0 0 4vw 4vw;

max-width: 600px;

}

.userPassInput {

position: relative;

font-family: Lalezar;

width: 75%;

height: 20%;

font-size: 3.5vh;

border-radius: 1vh;

margin-right: 9%;

margin-top: 2vh;

padding-right: 5%;

outline:none;

background-color: transparent;

border-color: rgba(201,0,67,1);

border-style: solid;

color: white;

}

.loginButton {

position: relative;

width: 75%;

height: 25%;

font-size: 3.5vh;

margin-right: 12%;

margin-top: 2vh;

outline:none;

}

.signInForgot {

position: relative;

width: 80%;

margin-right: 10%;

margin-top: 1vh;

text-align: center;

text-align: center;

font-size: 2.5vh;

color: white;

}

.aStyle {

color: rgba(255,90,21,1);

}

.startHeader {

position: relative;

width: 90%;

margin-right: 5%;

margin-top: 2vh;

background: radial-gradient(circle, rgba(255,44,55,1) 0%, rgba(31,0,63,1) 100%); text-align: center;

font-size: 5vh; color: #ffffff;

border-radius: 1vh;

}

(مرحله 8)

با توجه با این که بخش "شروع کن" بی مفهوم بوده, آن را بر حسبب نیاز به بخش انتخاب کاراککتر تغییر دادم



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width, viewport-fit=cover">

<title>Blank App</title>

<link rel="stylesheet" type="text/css" href="css/indexStyle.css">

<style>

</style>

</head>

<body dir="rtl" oncontextmenu="return false;">

<div class="headerContainer">

<div class="headerWord">کلمه باز</div>

</div>

<div class="treeHolder">

<div class="treeHolderHeader">برترین ها</div>

<div id="ladderDiv">

<div class="treeHolderRow">سینا ------- 200000</div>

<div class="treeHolderRow">سینا ------- 200000</div>

<div class="treeHolderRow">سینا ------- 200000</div>

<div class="treeHolderRow">سینا ------- 200000</div>

<div class="treeHolderRow">سینا ------- 200000</div>

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<div class="treeHolderRow">سینا ------- 200000</div>

<div class="treeHolderRow">سینا ------- 200000</div>

<div class="treeHolderRow">سینا ------- 200000</div>

<div class="treeHolderRow">سینا ------- 200000</div>

</div>

</div>

<div id="signInForm">

<div class="avatarSelector">

<div class="avatarSelectorInside">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

<img src="./img/person.png" alt="" class="avatar">

</div>

</div>

<input id="userNameInput" type="text" value="" placeholder="نام" class="userPassInput">

<!-- <input id="passwordInput" type="password" value="" placeholder="رمز" class="userPassInput"> -->

<!-- <button id="signInButton" onclick="startGameSignIn();" class="button button1 loginButton" value="true" type="text" style="margin-right: 9%">ورود</button> -->

<button id="guestInButton" onclick="startGameGuestIn();" class="button button1 loginButton" value="true" type="text">مهمان</button>

<!-- <div class="signInForgot""><a href="#" class="aStyle">ثبت نام</a>&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp<a href="#" class="aStyle">بازیابی رمز</a></div> -->

</div>

<script src="js/code.js"></script>

<script src="js/menu.js"></script>

</body>

</html>

<!--

<div id="signInForm">

<div class="startHeader">شروع کن</div>

<input id="userNameInput" type="text" value="" placeholder="نام" class="userPassInput">

<button id="guestInButton" onclick="startGameGuestIn();" class="button button1 loginButton" value="true" type="text">مهمان</button>

</div> -->

CSS:

@font-face {

font-family: 'Lalezar';

src: url('fonts/Lalezar-Regular.ttf');

font-weight: normal;

font-style: normal;

}

html {

font-family: "Lalezar";

}

body {

-webkit-user-select: none;

/\* Safari 3.1+ \*/

-moz-user-select: none;

/\* Firefox 2+ \*/

-ms-user-select: none;

/\* IE 10+ \*/

user-select: none;

/\* Standard syntax \*/

overflow-x: hidden;

overflow-y: hidden;

margin-top:0px;

margin-left: 0px;

width:100%;

height:100%;

background: linear-gradient(180deg, rgba(255,44,55,1) 0%, rgba(201,0,67,1) 100%);

font-size: 2vh;

max-width: 600px;

}

.button {

background-color: #4CAF50;

/\* Green \*/

border: none;

color: white;

text-align: center;

text-decoration: none;

display: inline-block;

font-size: 16px;

-webkit-transition-duration: 0.4s;

/\* Safari \*/

transition-duration: 0.4s;

cursor: pointer;

}

.button1 {

background-color: #210042;

color: #ffffff;

border: 0.2vh solid rgba(201,0,67,1);

border-radius: 1vh;

font-family: Lalezar;

}

.button1:hover {

background-color: rgba(201,0,67,1);

color: black;

border: 2px solid #210042;

}

::placeholder {

/\* Chrome, Firefox, Opera, Safari 10.1+ \*/

color: thistle;

opacity: 1;

/\* Firefox \*/

}

.headerContainer {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 90vw;

height: 15vh;

margin-top: 4vh;

background: linear-gradient(180deg, rgba(255,90,21,1) 0%, rgba(255,44,55,1) 100%);

border-radius: 4vw 4vw 0 0;

overflow-y: hidden;

max-width: 600px;

}

.headerWord{

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

text-align: center;

width: 100%;

font-size: 6vh;

height: 10vh;

color: #ffffff;

}

.treeHolder {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 90vw;

height: 40vh;

margin-top: 19.5vh;

border-radius: 0;

max-width: 600px;

}

#ladderDiv {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 100%;

height: 34vh;

margin-top: 5.5vh;

background: linear-gradient(180deg, rgba(201,0,67,1) 43%, rgba(88,0,54,1) 100%);

border-radius: 0;

overflow-y: scroll;

overflow-x: hidden;

max-width: 795px;

}

.treeHolderHeader {

position: relative;

left:0;

right:0;

margin:auto;

text-align: center;

width: 100%;

font-size: 3.5vh;

height: 5vh;

background: linear-gradient(180deg, rgba(255,44,55,1) 0%, rgba(201,0,67,1) 100%);

color: white;

}

.treeHolderRow {

position: relative;

width: 90%;

height:4vh;

font-size: 3vh;

padding-top: 1vh;

padding-right: 10%;

border-width: 0.1vh;

border-style: solid;

border-color: rgba(255,44,55,1);

color: #000000;

}

#signInForm {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 90vw;

margin-top: 60vh;

height: 35vh;

background: linear-gradient(180deg, rgba(88,0,54,1) 0%, rgba(27,0,59,1) 50%, rgba(0,0,50,1) 100%);

border-radius: 0 0 4vw 4vw;

max-width: 600px;

}

.userPassInput {

position: relative;

font-family: Lalezar;

width: 75%;

height: 20%;

font-size: 3.5vh;

border-radius: 1vh;

margin-right: 9%;

margin-top: 2vh;

padding-right: 5%;

outline:none;

background-color: transparent;

border-color: rgba(201,0,67,1);

border-style: solid;

color: white;

}

.loginButton {

position: relative;

width: 75%;

height: 25%;

font-size: 3.5vh;

margin-right: 12%;

margin-top: 2vh;

outline:none;

}

.signInForgot {

position: relative;

width: 80%;

margin-right: 10%;

margin-top: 1vh;

text-align: center;

text-align: center;

font-size: 2.5vh;

color: white;

}

.aStyle {

color: rgba(255,90,21,1);

}

.startHeader {

position: relative;

width: 90%;

margin-right: 5%;

margin-top: 2vh;

background: radial-gradient(circle, rgba(255,44,55,1) 0%, rgba(31,0,63,1) 100%); text-align: center;

font-size: 5vh; color: #ffffff;

border-radius: 1vh;

}

.avatarSelector {

position: relative;

width: 90%;

height: 8vh;

margin-right: 5%;

margin-top: 1vh;

background: radial-gradient(circle, rgba(255,44,55,1) 0%, rgba(31,0,63,1) 100%);

text-align: center;

display: flex;

align-items: center;

justify-content: center;

font-size: 5vh; color: #ffffff;

border-radius: 1vh;

overflow-y: hidden;

overflow-x: hidden;

}

.avatarSelectorInside {

position: relative;

width: 70%;

height: 100%;

text-align: center;

display: flex;

align-items: center;

justify-content: center;

font-size: 5vh; color: #ffffff;

border-radius: 1vh;

overflow-y: hidden;

overflow-x: scroll;

}

.avatar {

height: 8vh;

float: left;

border-radius: 50%;

}

(مرحله 9)

در این مرحله جهت تست منطق بازی چند آواتار متفاوت اضافه شد



<div class="avatarSelector">

<div class="avatarSelectorInside">

<img onclick="chooseAvatar(this.id)" id="person" src="./img/person.png" alt="" class="avatar">

<img onclick="chooseAvatar(this.id)" id="person1" src="./img/person1.png" alt="" class="avatar">

<img onclick="chooseAvatar(this.id)" id="person2" src="./img/person2.png" alt="" class="avatar">

</div>

</div>

(مرحله 10)

این مرحله که مرحله نهاییست به اضافه کردن کاراکتر های free licence و چند تغییر کوچک به طراحی صفحه ورود ب بازی خاتمه میدهیم



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width, viewport-fit=cover">

<title>Blank App</title>

<link rel="stylesheet" type="text/css" href="css/indexStyle.css">

<style>

</style>

</head>

<body dir="rtl" oncontextmenu="return false;">

<div class="headerContainer">

<div class="headerWord">کلمه باز</div>

</div>

<div class="treeHolder">

<div class="treeHolderHeader">برترین ها</div>

<div id="ladderDiv">

<a class="treeHolderRow" href="#">Developer: Cena Abachi</a>

<a class="treeHolderRow" href="http://pury.space" target="\_blank">Other games: PURY.SPACE</a>

</div>

</div>

<div id="signInForm">

<div class="avatarSelector">

<div id="avatarSelectorInside" class="avatarSelectorInside">

<!-- <img onclick="chooseAvatar(this.id)" id="person" src="./img/person.png" alt="" class="avatar">

<img onclick="chooseAvatar(this.id)" id="person1" src="./img/person1.png" alt="" class="avatar">

<img onclick="chooseAvatar(this.id)" id="person2" src="./img/person2.png" alt="" class="avatar"> -->

</div>

</div>

<input id="userNameInput" type="text" value="" placeholder="نام" class="userPassInput">

<!-- <input id="passwordInput" type="password" value="" placeholder="رمز" class="userPassInput"> -->

<!-- <button id="signInButton" onclick="startGameSignIn();" class="button button1 loginButton" value="true" type="text" style="margin-right: 9%">ورود</button> -->

<button id="guestInButton" onclick="startGameGuestIn();" class="button button1 loginButton" value="true" type="text">مهمان</button>

<!-- <div class="signInForgot""><a href="#" class="aStyle">ثبت نام</a>&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp&nbsp<a href="#" class="aStyle">بازیابی رمز</a></div> -->

</div>

<script src="js/code.js"></script>

<script src="js/menu.js"></script>

</body>

</html>

<!--

<div id="signInForm">

<div class="startHeader">شروع کن</div>

<input id="userNameInput" type="text" value="" placeholder="نام" class="userPassInput">

<button id="guestInButton" onclick="startGameGuestIn();" class="button button1 loginButton" value="true" type="text">مهمان</button>

</div> -->

CSS:

@font-face {

font-family: 'Lalezar';

src: url('fonts/Lalezar-Regular.ttf');

font-weight: normal;

font-style: normal;

}

html {

font-family: "Lalezar";

}

body {

-webkit-user-select: none;

/\* Safari 3.1+ \*/

-moz-user-select: none;

/\* Firefox 2+ \*/

-ms-user-select: none;

/\* IE 10+ \*/

user-select: none;

/\* Standard syntax \*/

overflow-x: hidden;

overflow-y: hidden;

margin-top:0px;

margin-left: 0px;

width:100%;

height:100%;

background: linear-gradient(180deg, rgba(255,44,55,1) 0%, rgba(201,0,67,1) 100%);

font-size: 2vh;

max-width: 600px;

}

.button {

background-color: #4CAF50;

/\* Green \*/

border: none;

color: white;

text-align: center;

text-decoration: none;

display: inline-block;

font-size: 16px;

-webkit-transition-duration: 0.4s;

/\* Safari \*/

transition-duration: 0.4s;

cursor: pointer;

}

.button1 {

background-color: #210042;

color: #ffffff;

border: 0.2vh solid rgba(201,0,67,1);

border-radius: 1vh;

font-family: Lalezar;

}

.button1:hover {

background-color: rgba(201,0,67,1);

color: black;

border: 2px solid #210042;

}

::placeholder {

/\* Chrome, Firefox, Opera, Safari 10.1+ \*/

color: thistle;

opacity: 1;

/\* Firefox \*/

}

.headerContainer {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 90vw;

height: 15vh;

margin-top: 4vh;

background: linear-gradient(180deg, rgba(255,90,21,1) 0%, rgba(255,44,55,1) 100%);

border-radius: 4vw 4vw 0 0;

overflow-y: hidden;

max-width: 600px;

}

.headerWord{

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

text-align: center;

width: 100%;

font-size: 6vh;

height: 10vh;

color: #ffffff;

}

.treeHolder {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 90vw;

height: 30vh;

margin-top: 19.5vh;

border-radius: 0;

max-width: 600px;

}

#ladderDiv {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 100%;

height: 30vh;

margin-top: 5.5vh;

background: linear-gradient(180deg, rgba(201,0,67,1) 43%, rgba(88,0,54,1) 100%);

border-radius: 0;

overflow-y: scroll;

overflow-x: hidden;

max-width: 795px;

}

.treeHolderHeader {

position: relative;

left:0;

right:0;

margin:auto;

text-align: center;

width: 100%;

font-size: 3.5vh;

height: 5vh;

background: linear-gradient(180deg, rgba(255,44,55,1) 0%, rgba(201,0,67,1) 100%);

color: white;

}

.treeHolderRow {

position: relative;

width: 90%;

height:4vh;

font-size: 3vh;

padding-top: 1vh;

padding-right: 10%;

border-width: 0.1vh;

border-style: solid;

border-color: rgba(255,44,55,1);

color: #000000;

text-align: center;

}

#signInForm {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 90vw;

margin-top: 55.5vh;

height: 42vh;

background: linear-gradient(180deg, rgba(88,0,54,1) 0%, rgba(27,0,59,1) 50%, rgba(0,0,50,1) 100%);

border-radius: 0 0 4vw 4vw;

max-width: 600px;

}

.userPassInput {

position: relative;

font-family: Lalezar;

width: 75%;

height: 20%;

font-size: 3.5vh;

border-radius: 1vh;

margin-right: 9%;

margin-top: 2vh;

padding-right: 5%;

outline:none;

background-color: transparent;

border-color: rgba(201,0,67,1);

border-style: solid;

color: white;

}

.loginButton {

position: relative;

width: 75%;

height: 25%;

font-size: 3.5vh;

margin-right: 12%;

margin-top: 2vh;

outline:none;

}

.signInForgot {

position: relative;

width: 80%;

margin-right: 10%;

margin-top: 1vh;

text-align: center;

text-align: center;

font-size: 2.5vh;

color: white;

}

.aStyle {

color: rgba(255,90,21,1);

}

.startHeader {

position: relative;

width: 90%;

margin-right: 5%;

margin-top: 2vh;

background: radial-gradient(circle, rgba(255,44,55,1) 0%, rgba(31,0,63,1) 100%);

text-align: center;

font-size: 5vh; color: #ffffff;

border-radius: 1vh;

}

.avatarSelector {

position: relative;

width: 90%;

height: 12vh;

margin-right: 5%;

margin-top: 1vh;

background: radial-gradient(circle, rgba(255,44,55,1) 0%, rgba(31,0,63,1) 100%);

text-align: center;

display: flex;

align-items: center;

justify-content: center;

font-size: 5vh; color: #ffffff;

border-radius: 1vh;

overflow-y: hidden;

overflow-x: hidden;

}

.avatarSelectorInside {

position: relative;

width: 100%;

height: 100%;

text-align: center;

display: flex;

align-items: center;

justify-content: center;

font-size: 5vh; color: #ffffff;

border-radius: 1vh;

overflow-y: hidden;

overflow-x: scroll;

}

.avatar {

background: linear-gradient(to bottom, rgba(255,255,255,0), rgba(0,0,0, 1) 90%);

height: 8vh;

float: left;

border-radius: 50%;

}

.avatar:hover {

background: linear-gradient(to bottom, rgba(0,0,0,0), rgba(255,255,255, 1) 90%);

height: 8vh;

float: left;

border-radius: 50%;

}

.imageFocuser:focus img{

width: 10vh;

height: 10vh;

background: rgba(31,0,63,1);

}

نکته ای در طراحی:  
به هنگام رنگ دهی به پس زمینه صفحه اصلی به مشکلی برخوردم که باعث شد Gradient کردن رنگ پس زمینه Body به Gradient شدن و راه راه شدن کل صفحه منجر شود که از آنجایی که بسیار زیباتر از طرح مورد نظر بود, این Bug به یک قابلیت تبدیل شد و در پس زمینه بازی ماند

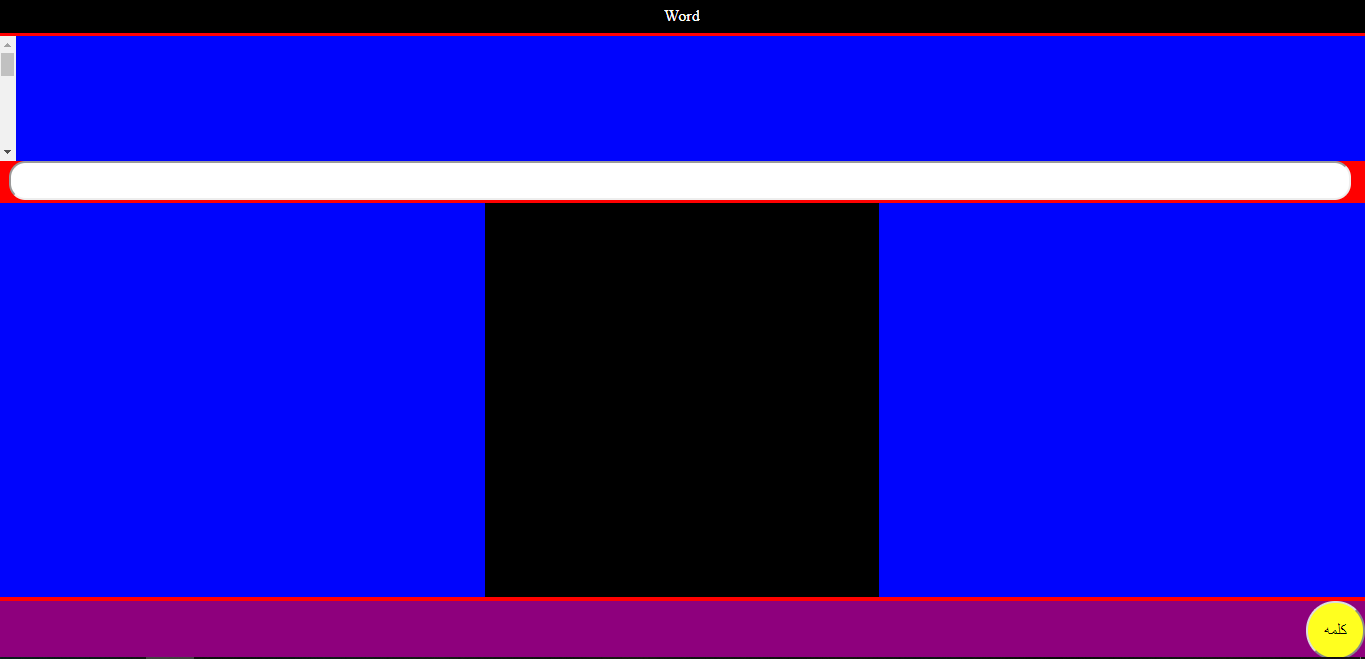


محیط کاربری صفحه game:

با استفاده از HTML و CSS

(مرحله 1)

کد و تصویر اولین صفحه طراحی شده برای این بازی



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width">

<title>Blank App</title>

<style>

canvas {

border-radius: 0px;

}

.container {

background-color: green;

position: relative;

width: 100%;

padding-top: 56.25%; /\* 16:9 Aspect Ratio \*/

}

</style>

</head>

<body dir="rtl" oncontextmenu="return false;" style="overflow-x: hidden; overflow-y: hidden; margin-top:0px; margin-left: 0px; width:100%; height:100%; background-color:red; font-size: 2.5vh;">

<div id="wordDiv" align="center" style="width:100%; height: 5vh; background-color: black; position: relative; font-size: 2.5vh">

<label id="wordLabel" style="margin: auto; color:white; height:5vh; text-align: center; width: 10vw; vertical-align: middle;line-height: 5vh; font-size: 2.5vh">Word</label>

</div>

<div id="chatDiv" style="width:100%; height: 19vh; background-color: blue; position: relative; margin-top: 0.5vh;overflow-y: scroll; font-size: 2.5vh">

<div style="height: 500px; font-size: 2.5vh"></div>

</div>

<input id="chatInput" type="text" name="" value="" style="position: relative ;width: 98%; height: 5vh; font-size: 3vh; margin-top: 0vh; border-radius: 2.5vh; margin-right: 1%">

<!--<div id="chatInputDiv" style="width:100%; height: 5vh; margin-top: 0vh ;background-color: blue; position: relative; font-size: 2.5vh">

<input id="chatInput" type="text" name="" value="" style="position: relative ;width: 100%; height: 100%; font-size: 2.5vh ;">

</div>-->

<div id="canvasDiv" style="width:100%; height: 60vh; background-color: blue; position: relative; margin-top: 0.5vh; font-size: 2.5vh;">

<div id="canvasHolder" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 100vw; height: 100vw; max-width: 60vh; max-height: 60vh; background-color: black"></div>

</div>

<div id="toolsDiv" style="width:100%; height: 9vh; background-color: purple; position: relative; margin-top: 0.5vh; font-size: 2.5vh; bottom: 0px">

<button id="typeButton" type="button" style="position: absolute; width: 9vh ;height: 100%; background-color: yellow; left: auto; right: 0vw; border-radius: 100%; outline:none; font-size: 2.5vh">کلمه</button>

</div>

<script type="text/javascript" src="cordova.js"></script>

<script src="http://localhost:2000/socket.io/socket.io.js"></script>

<script src="libs/p5.js"></script>

<script src="libs/p5.dom.js"></script>

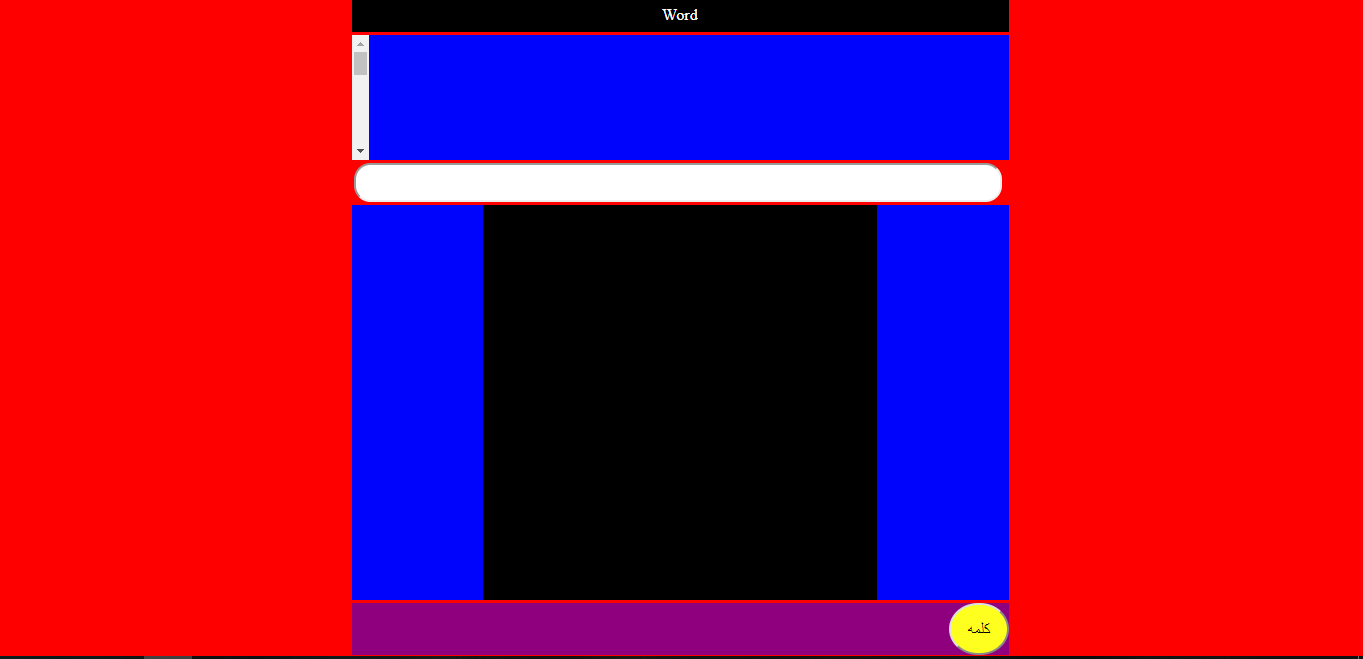
<script src="js/sketch.js"></script>

</body>

</html>

(مرحله 2)

تصحیح نسبت عرض به طول برای موبایل ها



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width">

<title>Blank App</title>

<style>

canvas {

border-radius: 0px;

}

.container {

background-color: green;

position: relative;

width: 100%;

padding-top: 56.25%; /\* 16:9 Aspect Ratio \*/

}

</style>

</head>

<body dir="rtl" oncontextmenu="return false;" style="overflow-x: hidden; overflow-y: hidden; margin-top:0px; margin-left: 0px; width:100%; height:100%; background-color:red; font-size: 2.5vh;">

<div style="margin: auto; width:100%; max-width: 100vh;">

<div id="wordDiv" align="center" style="width:100%; height: 5vh; background-color: black; position: relative; font-size: 2.5vh; max-width: 100vh;">

<label id="wordLabel" style="margin: auto; color:white; height:5vh; text-align: center; width: 10vw; vertical-align: middle;line-height: 5vh; font-size: 2.5vh">Word</label>

</div>

<div id="chatDiv" style="width:100%; height: 19vh; background-color: blue; position: relative; margin-top: 0.5vh;overflow-y: scroll; font-size: 2.5vh; max-width: 100vh;">

<div style="height: 500px; font-size: 2.5vh"></div>

</div>

<input id="chatInput" type="text" name="" value="" style="position: relative ;width: 98%; height: 5vh; font-size: 3vh; margin-top: 0.5vh; border-radius: 2.5vh; margin-right: 1%; outline:none; max-width: 100vh;">

<!--<div id="chatInputDiv" style="width:100%; height: 5vh; margin-top: 0vh ;background-color: blue; position: relative; font-size: 2.5vh">

<input id="chatInput" type="text" name="" value="" style="position: relative ;width: 100%; height: 100%; font-size: 2.5vh ;">

</div>-->

<div id="canvasDiv" style="width:100%; height: 60vh; background-color: blue; position: relative; margin-top: 0.5vh; font-size: 2.5vh; max-width: 100vh;">

<div id="canvasHolder" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 100vw; height: 100vw; max-width: 60vh; max-height: 60vh; background-color: black"></div>

</div>

<div id="toolsDiv" style="width:100%; height: 8vh; background-color: purple; position: relative; margin-top: 0.5vh; font-size: 2.5vh; bottom: 0px; max-width: 100vh;">

<button id="typeButton" type="button" style="position: absolute; width: 9vh ;height: 100%; background-color: yellow; left: auto; right: 0vw; border-radius: 100%; outline:none; font-size: 2.5vh">کلمه</button>

</div>

</div>

<script type="text/javascript" src="cordova.js"></script>

<div id="socketIoLibraryHolder"></div>

<script src="libs/p5.js"></script>

<script src="libs/p5.dom.js"></script>

<script src="js/sketch.js"></script>

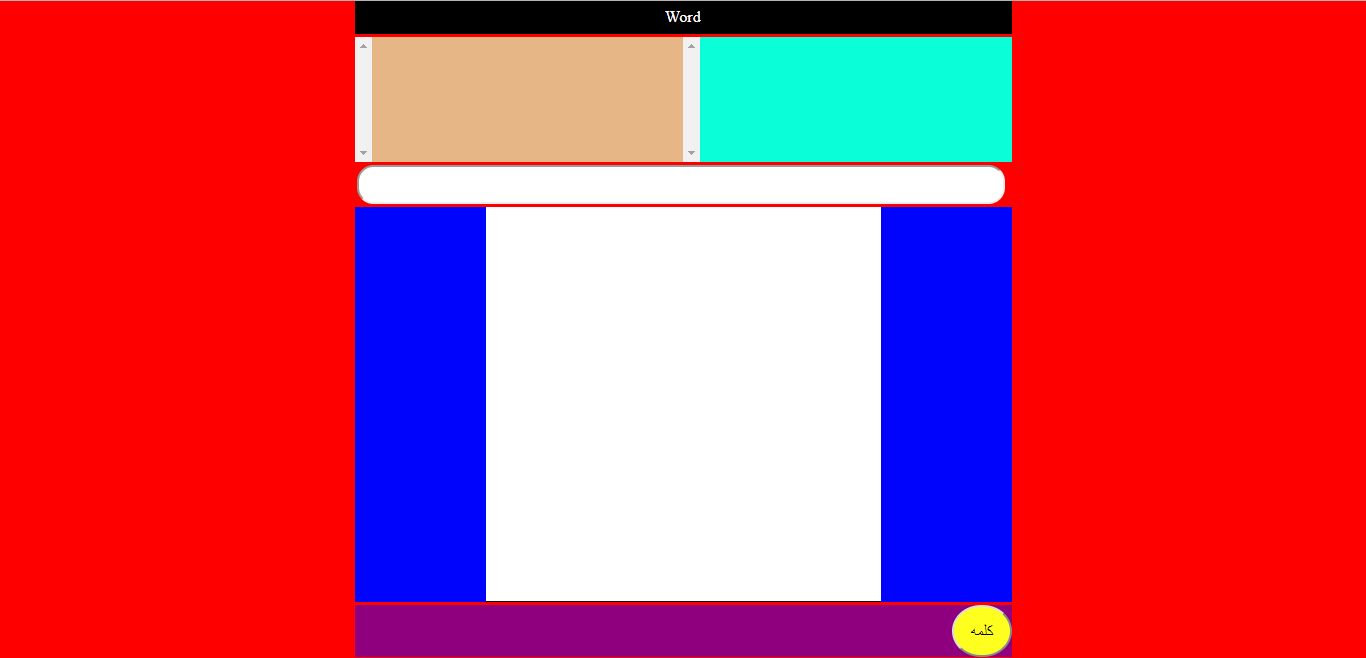
<script id="socketIoLibraryScriptTag" src="http://localhost:2000/socket.io/socket.io.js"></script>

</body>

</html>

(مرحله 3)

افزودن دو بخش چت و نردبان



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width">

<title>Blank App</title>

<style>

body {

-webkit-user-select: none; /\* Safari 3.1+ \*/

-moz-user-select: none; /\* Firefox 2+ \*/

-ms-user-select: none; /\* IE 10+ \*/

user-select: none; /\* Standard syntax \*/

}

</style>

</head>

<body dir="rtl" oncontextmenu="return false;" style="overflow-x: hidden; overflow-y: hidden; margin-top:0px; margin-left: 0px; width:100%; height:100%; background-color:red; font-size: 2.5vh; margin: 0; padding: 0; ">

<div style="margin: auto; width:100%; max-width: 100vh;">

<div id="wordDiv" align="center" style="width:100%; height: 5vh; background-color: black; position: relative; font-size: 2.5vh; max-width: 100vh;">

<label id="wordLabel" style="margin: auto; color:white; height:5vh; text-align: center; width: 10vw; vertical-align: middle;line-height: 5vh; font-size: 2.5vh">Word</label>

</div>

<div id="playersDiv" style="width:100%; height: 19vh; background-color: blue; position: relative; margin-top: 0.5vh;overflow-y: hidden; font-size: 2.5vh; max-width: 100vh;">

<div style="position: absolute; height: 100%; width: 50%; background-color:aquamarine; margin-right: 0p; overflow-y: scroll">

</div>

<div style="position: absolute; height: 100%; width: 50%; background-color: burlywood; margin-right: 50%; overflow-y: scroll">

</div>

</div>

<input id="chatInput" type="text" name="" value="" style="position: relative ;width: 98%; height: 5vh; font-size: 3vh; margin-top: 0.5vh; border-radius: 2.5vh; margin-right: 1%; outline:none; max-width: 100vh;">

<!--<div id="chatInputDiv" style="width:100%; height: 5vh; margin-top: 0vh ;background-color: blue; position: relative; font-size: 2.5vh">

<input id="chatInput" type="text" name="" value="" style="position: relative ;width: 100%; height: 100%; font-size: 2.5vh ;">

</div>-->

<div id="canvasDiv" style="width:100%; height: 60vh; background-color: blue; position: relative; margin-top: 0.5vh; font-size: 2.5vh; max-width: 100vh;">

<div id="canvasHolder" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 100vw; height: 100vw; max-width: 60vh; max-height: 60vh; background-color: black"></div>

</div>

<div id="toolsDiv" style="width:100%; height: 8vh; background-color: purple; position: relative; margin-top: 0.5vh; font-size: 2.5vh; bottom: 0px; max-width: 100vh;">

<button id="typeButton" type="button" style="position: absolute; width: 9vh ;height: 100%; background-color: yellow; left: auto; right: 0vw; border-radius: 100%; outline:none; font-size: 2.5vh">کلمه</button>

</div>

</div>

<script type="text/javascript" src="cordova.js"></script>

<div id="socketIoLibraryHolder"></div>

<script src="libs/p5.js"></script>

<script src="libs/p5.dom.js"></script>

<script src="js/code.js"></script>

<script src="js/functions.js"></script>

<script src="js/sketch.js"></script>

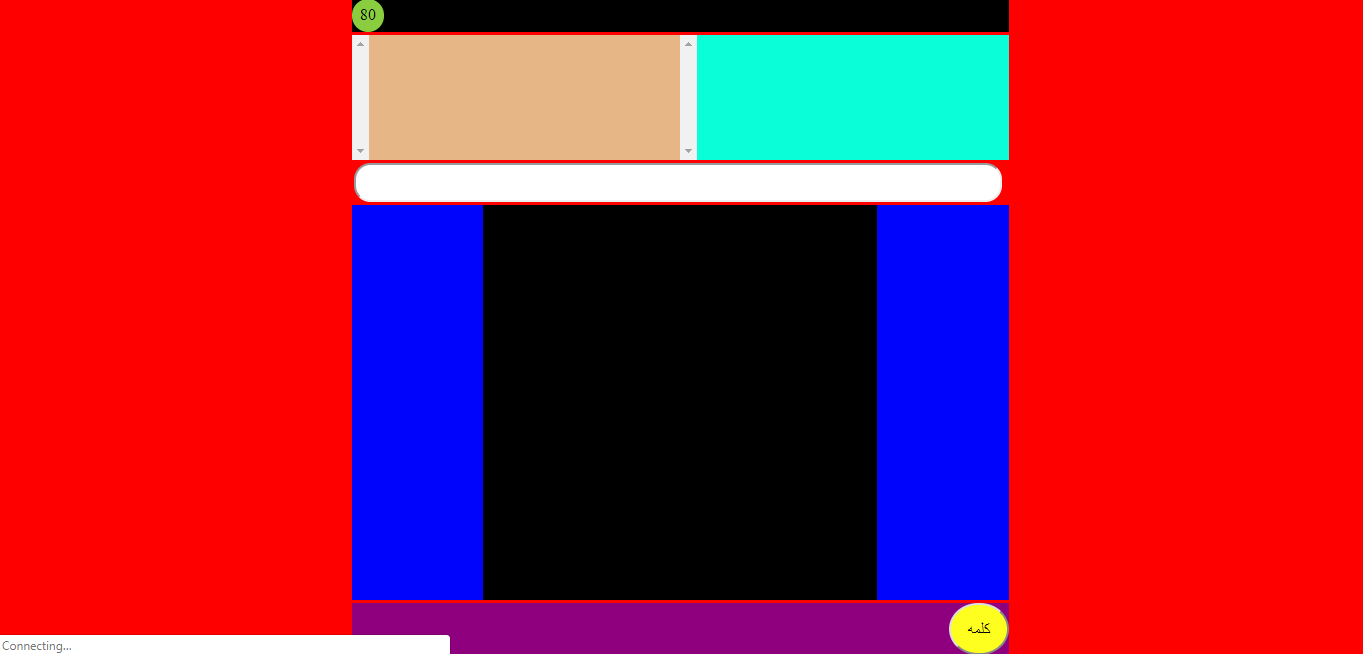
<script id="socketIoLibraryScriptTag" src="http://localhost:2000/socket.io/socket.io.js"></script>

</body>

</html>

(مرحله 4)

افزودن تایمر به بازی



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width">

<title>Blank App</title>

<style>

body {

-webkit-user-select: none; /\* Safari 3.1+ \*/

-moz-user-select: none; /\* Firefox 2+ \*/

-ms-user-select: none; /\* IE 10+ \*/

user-select: none; /\* Standard syntax \*/

}

</style>

</head>

<body dir="rtl" oncontextmenu="return false;" style="overflow-x: hidden; overflow-y: hidden; margin-top:0px; margin-left: 0px; width:100%; height:100%; background-color:red; font-size: 2.5vh; margin: 0; padding: 0; ">

<div style="margin: auto; width:100%; max-width: 100vh;">

<div id="chooseWordDiv" style="display: none ;width: 100%; height: 50vh; background-color: black; position: fixed; margin: auto auto; left: 0; right: 0; top: 0; bottom: 0; z-index: 100; max-width: 100vh;">

<button id="word1Button" onmouseup="chooseWord1()" style="width: 75%; height:25%; position:relative; right: 12.5% ; background-color: blue; margin-top: 7%; font-size: 3vh"></button>

<button id="word2Button" onmouseup="chooseWord2()" style="width: 75%; height:25%; position:relative; right: 12.5% ; background-color: blue; margin-top: 1%; font-size: 3vh"></button>

<button id="word3Button" onmouseup="chooseWord3()" style="width: 75%; height:25%; position:relative; right: 12.5% ; background-color: blue; margin-top: 1%; font-size: 3vh"></button>

</div>

<div id="wordDiv" align="center" style="width:100%; height: 5vh; background-color: black; position: relative; font-size: 2.5vh; max-width: 100vh;">

<div id="timerDiv" align="center" style="width:5vh; height: 5vh; background-color: yellowgreen; position: absolute; font-size: 2.5vh; left:0; border-radius: 5vh; text-align: center; vertical-align: middle; line-height: 5vh;">80</div>

<label id="wordLabel" style="margin: auto; color:white; height:5vh; text-align: center; width: 30vw; vertical-align: middle; line-height: 5vh; font-size: 2.5vh; position: absolute; left: 0; right: 0"></label>

</div>

<div id="playersDiv" style="width:100%; height: 19vh; background-color: blue; position: relative; margin-top: 0.5vh;overflow-y: hidden; font-size: 2.5vh; max-width: 100vh;">

<div style="position: absolute; height: 100%; width: 50%; background-color:aquamarine; margin-right: 0p; overflow-y: scroll">

</div>

<div style="position: absolute; height: 100%; width: 50%; background-color: burlywood; margin-right: 50%; overflow-y: scroll">

</div>

</div>

<input id="chatInput" autocomplete="off" onkeydown="sendText()" type="text" name="" value="" style="position: relative ;width: 93%; height: 5vh; font-size: 3vh; margin-top: 0.5vh; border-radius: 2.5vh; margin-right: 1%; outline:none; max-width: 100vh; padding-right: 5%">

<div id="canvasDiv" style="width:100%; height: 60vh; background-color: blue; position: relative; margin-top: 0.5vh; font-size: 2.5vh; max-width: 100vh;">

<div id="canvasHolder" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 100vw; height: 100vw; max-width: 60vh; max-height: 60vh; background-color: black"></div>

</div>

<div id="toolsDiv" style="width:100%; height: 8vh; background-color: purple; position: relative; margin-top: 0.5vh; font-size: 2.5vh; bottom: 0px; max-width: 100vh;">

<button id="typeButton" type="button" style="position: absolute; width: 9vh ;height: 100%; background-color: yellow; left: auto; right: 0vw; border-radius: 100%; outline:none; font-size: 2.5vh">کلمه</button>

</div>

</div>

<script type="text/javascript" src="cordova.js"></script>

<div id="socketIoLibraryHolder"></div>

<script src="libs/p5.js"></script>

<script src="libs/p5.dom.js"></script>

<script src="js/code.js"></script>

<script src="js/functions.js"></script>

<script src="js/sketch.js"></script>

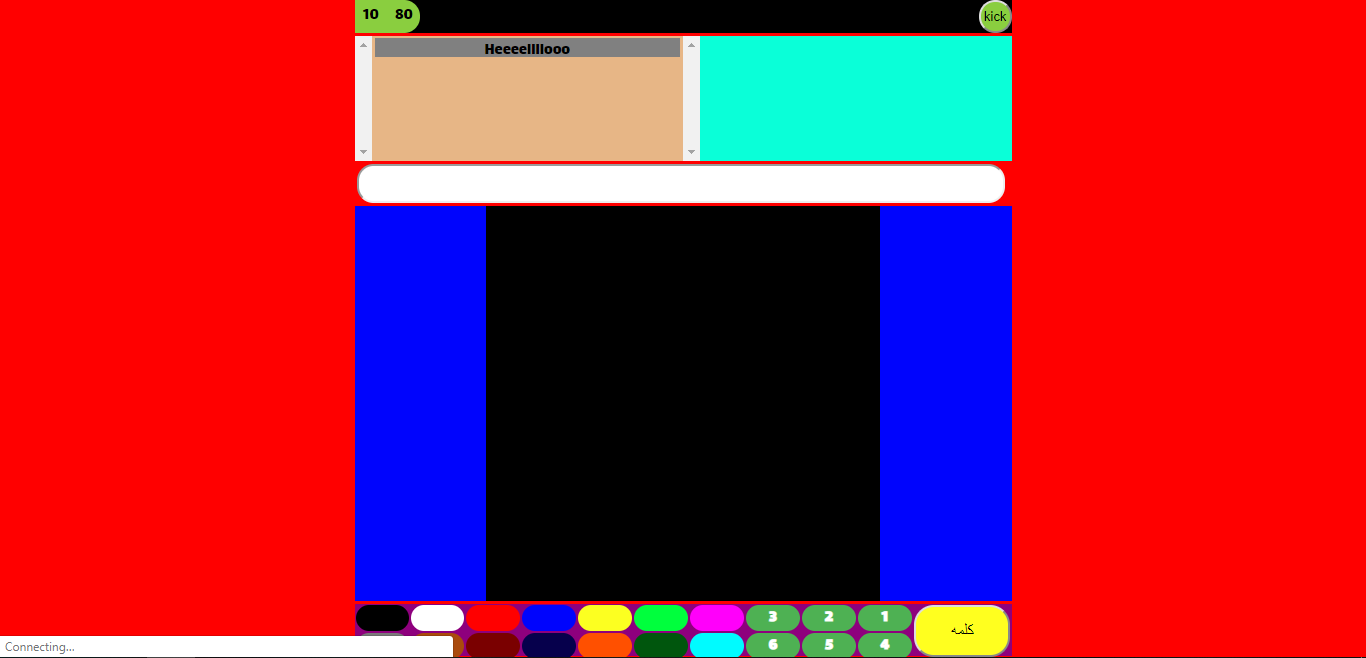
<script id="socketIoLibraryScriptTag" src="http://localhost:2000/socket.io/socket.io.js"></script>

</body>

</html>

(مرحله 5)

افزودن ابزار ها, کیک, شمارنده هر دست و سطری به سطون بازیکنان



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width">

<title>Blank App</title>

<style>

@font-face {

font-family: 'Lalezar';

src: url('./css/fonts/Lalezar-Regular.ttf');

font-weight: normal;

font-style: normal;

}

html {

font-family: "Lalezar"

}

body {

-webkit-user-select: none; /\* Safari 3.1+ \*/

-moz-user-select: none; /\* Firefox 2+ \*/

-ms-user-select: none; /\* IE 10+ \*/

user-select: none; /\* Standard syntax \*/

}

</style>

</head>

<body dir="rtl" oncontextmenu="return false;" style="overflow-x: hidden; overflow-y: hidden; margin-top:0px; margin-left: 0px; width:100%; height:100%; background-color:red; font-size: 2.5vh; margin: 0; padding: 0; ">

<div style="margin: auto; width:100%; max-width: 100vh;">

<div id="chooseWordDiv" style="display: none ;width: 100%; height: 50vh; background-color: black; position: fixed; margin: auto auto; left: 0; right: 0; top: 0; bottom: 0; z-index: 100; max-width: 100vh;">

<button id="word1Button" onmouseup="chooseWord1()" style="width: 75%; height:25%; position:relative; right: 12.5% ; background-color: blue; margin-top: 7%; font-size: 3vh"></button>

<button id="word2Button" onmouseup="chooseWord2()" style="width: 75%; height:25%; position:relative; right: 12.5% ; background-color: blue; margin-top: 1%; font-size: 3vh"></button>

<button id="word3Button" onmouseup="chooseWord3()" style="width: 75%; height:25%; position:relative; right: 12.5% ; background-color: blue; margin-top: 1%; font-size: 3vh"></button>

</div>

<div id="topThreeDiv" style="display: none;width: 100%; height: 50vh; background-color:blueviolet; position: fixed; margin: auto auto; left: 0; right: 0; top: 0; bottom: 0; z-index: 100; max-width: 100vh; border-radius: 3vh">

</div>

<div id="wordDiv" align="center" style="width:100%; height: 5vh; background-color: black; position: relative; font-size: 2.5vh; max-width: 100vh;">

<div id="roundDiv" align="center" style="width:5vh; height: 5vh; background-color: yellowgreen; position: absolute; font-size: 2.5vh; left:0; border-radius: 0 0 0 0; text-align: center; vertical-align: middle; line-height: 5vh;">10</div>

<div id="timerDiv" align="center" style="width:5vh; height: 5vh; background-color: yellowgreen; position: absolute; font-size: 2.5vh; left:5vh; border-radius: 0 5vh 5vh 0; text-align: center; vertical-align: middle; line-height: 5vh;">80</div>

<button id="kickButton" onclick="voteKick()" align="center" style="width:5vh; height: 5vh; background-color: yellowgreen; position: absolute; font-size: 2.5vh; right:0; border-radius: 5vh; font-size: 2vh; padding: 0; outline: none;">kick</button>

<label dir="ltr" id="wordLabel" style="margin: auto; color:white; height:5vh; text-align: center; width: 30vw; vertical-align: middle; line-height: 5vh; font-size: 2.5vh; position: absolute; left: 0; right: 0;"></label>

</div>

<div id="playersDiv" style="width:100%; height: 19vh; background-color: blue; position: relative; margin-top: 0.5vh;overflow-y: hidden; font-size: 2.5vh; max-width: 100vh;">

<div id="guessDiv" style="position: absolute; height: 100%; width: 50%; background-color:aquamarine; margin-right: 0p; overflow-y: scroll; font-size: 2.5vh">

</div>

<div id="ladderDiv" style="position: absolute; height: 100%; width: 50%; background-color: burlywood; margin-right: 50%; overflow-y: scroll">

<div style="position: relative; width: 98%; height: 3vh; margin-top: 0.5%; margin-right: 1%; float: right; background-color: gray; text-align: center">Heeeellllooo</div>

</div>

</div>

<input id="chatInput" autocomplete="off" onkeydown="sendText()" type="text" name="" value="" style="position: relative ;width: 93%; height: 5vh; font-size: 3vh; margin-top: 0.5vh; border-radius: 2.5vh; margin-right: 1%; outline:none; max-width: 100vh; padding-right: 5%">

<div id="canvasDiv" style="width:100%; height: 60vh; background-color: blue; position: relative; margin-top: 0.5vh; font-size: 2.5vh; max-width: 100vh;">

<div id="canvasHolder" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 100vw; height: 100vw; max-width: 60vh; max-height: 60vh; background-color: black"></div>

</div>

<div id="toolsDiv" style="width:100%; height: 8vh; background-color: purple; position: relative; margin-top: 0.5vh; font-size: 2.5vh; bottom: 0px; max-width: 100vh;">

<table style="clear: both; position: absolute; left: 0; margin-left: 0; width: 85%; border-collapse: collapse;height: 100%;">

<tr>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('size', 'small')" style="background-color: rgb(107, 175, 76); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none">1</botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('size', 'medium')" style="background-color: rgb(107, 175, 76); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none">2</botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('size', 'large')" style="background-color: rgb(107, 175, 76); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none">3</botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#ff00ff')" style="background-color: rgb(255, 0, 255); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#48ff00')" style="background-color: rgb(72, 255, 0); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#fbff00')" style="background-color: rgb(251, 255, 0); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#0000ff')" style="background-color: rgb(0, 0, 255); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#ff0000')" style="background-color: rgb(255, 0, 0); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#ffffff')" style="background-color: rgb(255, 255, 255); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#000000')" style="background-color: rgb(0, 0, 0); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

</tr>

<tr>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('delete', '1')" style="background-color: rgb(107, 175, 76); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none">4</botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('eraser', '2')" style="background-color: rgb(107, 175, 76); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none">5</botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('brush', '3')" style="background-color: rgb(107, 175, 76); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none">6</botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#00f7ff')" style="background-color: rgb(0, 247, 255); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#1b5500')" style="background-color: rgb(27, 85, 0); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#ff5e00')" style="background-color: rgb(255, 94, 0); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#08004d')" style="background-color: rgb(8, 0, 77); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#6d0000')" style="background-color: rgb(109, 0, 0); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#9c501c')" style="background-color: rgb(156, 80, 28); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 4vh"><botton onclick="chooseTool('color', '#797979')" style="background-color: rgb(121, 121, 121); border: 0; color: white; width:100%; height: 100%; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

</tr>

</table>

<table style="clear: both; position: absolute; left: 85%; margin-left: 0; width: 15%; border-collapse: collapse;height: 100%;">

<tr>

<th style="width: 100%; height: 8vh"><button id="typeButton" onclick="typeFocus()" type="button" style="width: 100% ;height: 100%; background-color: yellow;border-radius: 3vh; outline: none; font-size: 2.5vh; padding: 0">کلمه</button></th>

</tr>

</table>

<!-- <div style="clear: both; position: absolute; left: 0; margin-left: 0; width: 85%">

<botton onclick="chooseTool('size', 1)" style="background-color: rgb(107, 175, 76); border: 1px solid rgb(0, 98, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('size', 2)" style="background-color: rgb(107, 175, 76); border: 1px solid rgb(0, 98, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('size', 3)" style="background-color: rgb(107, 175, 76); border: 1px solid rgb(0, 98, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('color', '')" style="background-color: rgb(175, 76, 175); border: 1px solid rgb(0, 23, 128); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

<botton onclick="chooseTool('size', 1)" style="background-color: rgb(175, 140, 76); border: 1px solid rgb(4, 128, 0); color: white; width:4vh; height: 4vh; float: left; border-radius: 3vh; padding:0"></botton>

</div> -->

<!-- <button id="typeButton" onclick="typeFocus()" type="button" style="position: absolute; width: 9vh ;height: 100%; background-color: yellow; left: auto; right: 0vw; border-radius: 100%; outline: none; font-size: 2.5vh; padding: 0">کلمه</button> -->

</div>

</div>

<script type="text/javascript" src="cordova.js"></script>

<div id="socketIoLibraryHolder"></div>

<script src="libs/p5.js"></script>

<script src="libs/p5.dom.js"></script>

<script src="js/code.js"></script>

<script src="js/functions.js"></script>

<script src="js/sketch.js"></script>

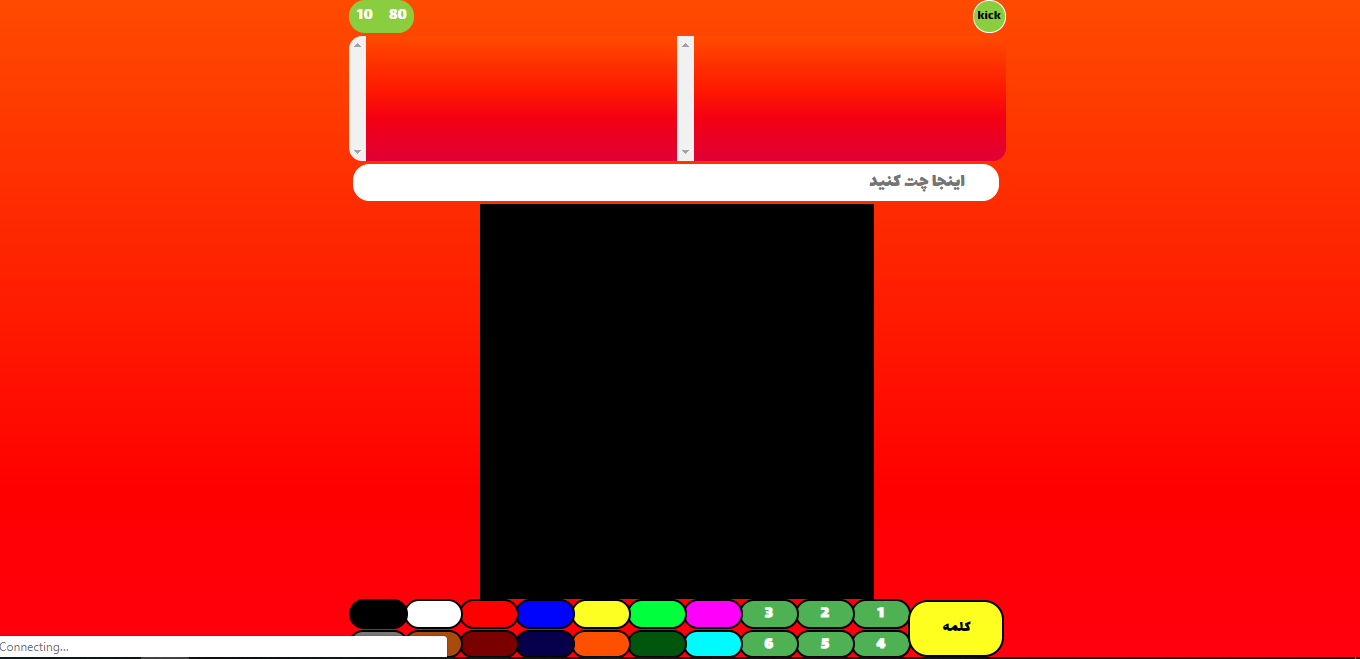
<script id="socketIoLibraryScriptTag" src="http://localhost:2000/socket.io/socket.io.js"></script>

</body>

</html>

(مرحله 6)

یکپارچه کردن این صفحه با صفحه منو اصلی



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width">

<title>Blank App</title>

<style>

@font-face {

font-family: 'Lalezar';

src: url('./css/fonts/Lalezar-Regular.ttf');

font-weight: normal;

font-style: normal;

}

\* {

font-family: lalezar;

}

html {

font-family: "Lalezar"

}

body {

-webkit-user-select: none; /\* Safari 3.1+ \*/

-moz-user-select: none; /\* Firefox 2+ \*/

-ms-user-select: none; /\* IE 10+ \*/

user-select: none; /\* Standard syntax \*/

}

</style>

</head>

<body dir="rtl" oncontextmenu="return false;" style="overflow-x: hidden; overflow-y: hidden; margin-top:0px; margin-left: 0px; width:100%; height:100%; background: linear-gradient(180deg, rgba(255,90,21,1) 0%, rgba(255,44,55,1) 100%); font-size: 2.5vh; margin: 0; padding: 0; ">

<div style="margin: auto; width:100%; max-width: 100vh;">

<div id="chooseWordDiv" style="display: none ;width: 100%; height: 50vh; background-color: black; position: fixed; margin: auto auto; left: 0; right: 0; top: 0; bottom: 0; z-index: 100; max-width: 100vh;">

<button id="word1Button" onmouseup="chooseWord1()" style="width: 75%; height:25%; position:relative; right: 12.5% ; background-color: blue; margin-top: 7%; font-size: 3vh"></button>

<button id="word2Button" onmouseup="chooseWord2()" style="width: 75%; height:25%; position:relative; right: 12.5% ; background-color: blue; margin-top: 1%; font-size: 3vh"></button>

<button id="word3Button" onmouseup="chooseWord3()" style="width: 75%; height:25%; position:relative; right: 12.5% ; background-color: blue; margin-top: 1%; font-size: 3vh"></button>

</div>

<div id="topThreeDiv" style="display: none;width: 100%; height: 50vh; background-color:blueviolet; position: fixed; margin: auto auto; left: 0; right: 0; top: 0; bottom: 0; z-index: 100; max-width: 100vh; border-radius: 3vh">

</div>

<div id="wordDiv" align="center" style="width:100%; height: 5vh; position: relative; font-size: 2.5vh; max-width: 100vh;">

<div id="roundDiv" align="center" style="width:5vh; height: 5vh; background-color: yellowgreen; position: absolute; font-size: 2.5vh; left:0; border-radius: 5vh 0 0 5vh; text-align: center; vertical-align: middle; line-height: 5vh; color:white">10</div>

<div id="timerDiv" align="center" style="width:5vh; height: 5vh; background-color: yellowgreen; position: absolute; font-size: 2.5vh; left:5vh; border-radius: 0 5vh 5vh 0; text-align: center; vertical-align: middle; line-height: 5vh; color: white">80</div>

<button id="kickButton" onclick="voteKick()" align="center" style="width:5vh; height: 5vh; background-color: yellowgreen; position: absolute; font-size: 2.5vh; right:0; border-radius: 5vh; border: 1px solid white;font-size: 2vh; padding: 0; outline: none;">kick</button>

<label dir="ltr" id="wordLabel" style="margin: auto; color:white; height:5vh; text-align: center; width: 30vw; vertical-align: middle; line-height: 5vh; font-size: 2.5vh; position: absolute; left: 0; right: 0;"></label>

</div>

<div id="playersDiv" style="width:100%; height: 19vh; background: linear-gradient(180deg, rgba(255,90,21,1) 0%, rgba(201,0,67,1) 100%); position: relative; margin-top: 0.5vh;overflow-y: hidden; font-size: 2.5vh; max-width: 100vh; border-radius: 2vh">

<div id="guessDiv" style="position: absolute; height: 100%; width: 50%; margin-right: 0p; overflow-y: scroll; font-size: 2.5vh">

</div>

<div id="ladderDiv" style="position: absolute; height: 100%; width: 50%; margin-right: 50%; overflow-y: scroll">

</div>

</div>

<input id="chatInput" autocomplete="off" onkeydown="sendText()" type="text" name="" placeholder="اینجا چت کنید" value="" style="position: relative ; width: 93%; height: 5vh; font-size: 3vh; margin-top: 0.5vh; border-radius: 2.5vh; margin-right: 1%; outline:none; max-width: 100vh; padding-right: 5%; border: 1px solid white;">

<div id="canvasDiv" style="width:100%; height: 60vh; position: relative; margin-top: 0.5vh; font-size: 2.5vh; max-width: 100vh;">

<div id="canvasHolder" style="position: absolute; left:0; right:0; top:0; bottom:0; margin:auto; width: 100vw; height: 100vw; max-width: 60vh; max-height: 60vh; background-color: black"></div>

</div>

<div id="toolsDiv" style="width:100%; height: 9vh; position: relative; margin-top: 0vh; font-size: 2.5vh; bottom: 0px; max-width: 100vh;">

<table style="clear: both; position: absolute; left: 0; margin-left: 0; width: 85%; border-collapse: collapse; top:0">

<tr>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('size', 'small')" style="background-color: rgb(107, 175, 76); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none">1</botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('size', 'medium')" style="background-color: rgb(107, 175, 76); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none">2</botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('size', 'large')" style="background-color: rgb(107, 175, 76); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none">3</botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#ff00ff')" style="background-color: rgb(255, 0, 255); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#48ff00')" style="background-color: rgb(72, 255, 0); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#fbff00')" style="background-color: rgb(251, 255, 0); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#0000ff')" style="background-color: rgb(0, 0, 255); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#ff0000')" style="background-color: rgb(255, 0, 0); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#ffffff')" style="background-color: rgb(255, 255, 255); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#000000')" style="background-color: rgb(0, 0, 0); border: 0.3vh solid black; color: white; width:100%; height: 4.1vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

</tr>

<tr>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('delete', '1')" style="background-color: rgb(107, 175, 76); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none">4</botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('eraser', '2')" style="background-color: rgb(107, 175, 76); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none">5</botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('brush', '3')" style="background-color: rgb(107, 175, 76); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none">6</botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#00f7ff')" style="background-color: rgb(0, 247, 255); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#1b5500')" style="background-color: rgb(27, 85, 0); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#ff5e00')" style="background-color: rgb(255, 94, 0); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#08004d')" style="background-color: rgb(8, 0, 77); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#6d0000')" style="background-color: rgb(109, 0, 0); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#9c501c')" style="background-color: rgb(156, 80, 28); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

<th style="width: 10%; height: 50%;padding:0; margin:0;"><botton onclick="chooseTool('color', '#797979')" style="background-color: rgb(121, 121, 121); border: 0.3vh solid black; color: white; width:100%; height: 3.8vh; float: left; border-radius: 3vh; padding:0; outline: none"></botton></th>

</tr>

</table>

<table style="clear: both; position: absolute; left: 85%; margin-left: 0; width: 15%; border-collapse: collapse;height: 100%;">

<tr>

<th style="width: 100%; height: 8vh"><button id="typeButton" onclick="typeFocus()" type="button" style="width: 100% ;height: 100%; background-color: yellow;border-radius: 3vh; outline: none; font-size: 2.5vh; padding: 0; border: 0.3vh solid black;">کلمه</button></th>

</tr>

</table>

</div>

</div>

<script type="text/javascript" src="cordova.js"></script>

<div id="socketIoLibraryHolder"></div>

<script src="libs/p5.js"></script>

<script src="libs/p5.dom.js"></script>

<script src="js/code.js"></script>

<script src="js/functions.js"></script>

<script src="js/sketch.js"></script>

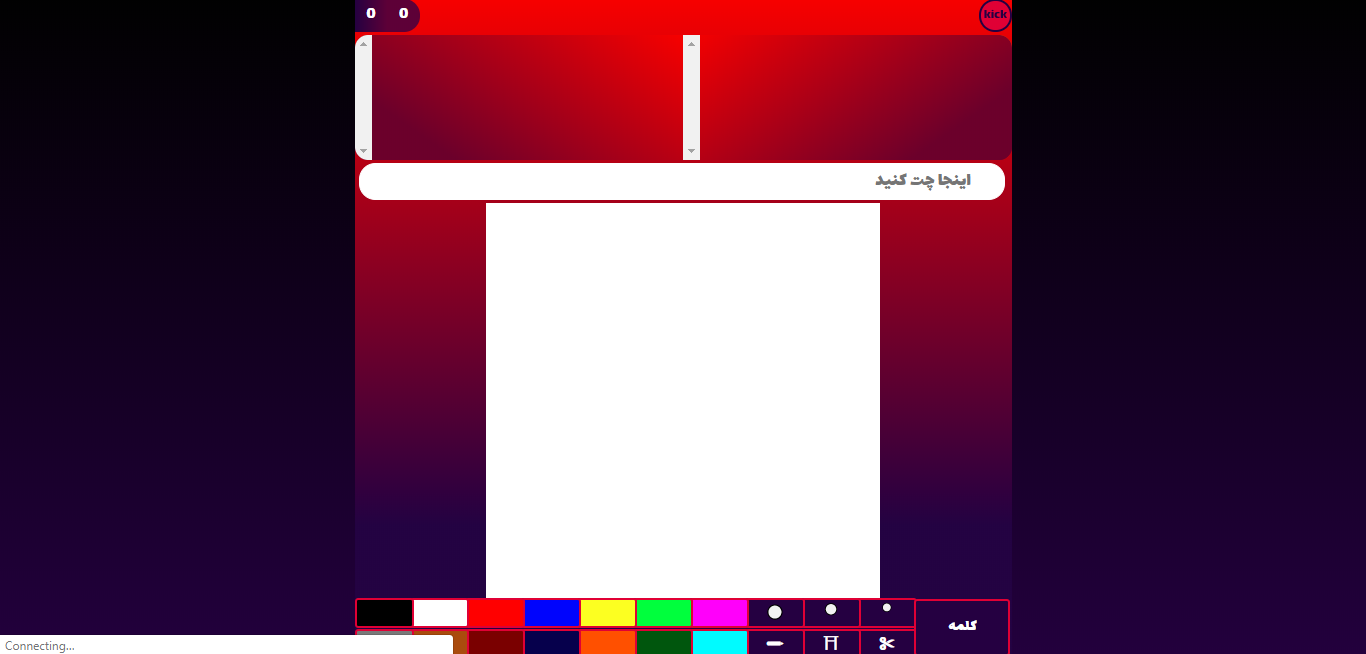
<script id="socketIoLibraryScriptTag" src="http://localhost:2000/socket.io/socket.io.js"></script>

</body>

</html>

(مرحله 7)

نهایی سازی صفحه بازی و رسیدن به طرحی چشم نوازتر و در آخر ساخت بخش سی اس اس به جای دادن استایل در خود کد اچ تی ام ال



<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no, width=device-width">

<title>Blank App</title>

<link rel="stylesheet" type="text/css" href="css/gameStyle.css">

</head>

<body dir="rtl" oncontextmenu="return false;">

<div class='gamemainDiv'>

<div id="chooseWordDiv" class="chooseWordDiv">

<button id="word1Button" onmouseup="chooseWord1()" class="wordButton"></button>

<button id="word2Button" onmouseup="chooseWord2()" class="wordButton"></button>

<button id="word3Button" onmouseup="chooseWord3()" class="wordButton"></button>

</div>

<div id="topThreeDiv" class="topThreeDiv">

<!-- <div class="topThreeDivInside"> <p class="topThreeP">Cena ---- 5000</p><div class="topThreeDivNumber">1</div></div>

<div class="topThreeDivInside"> <p class="topThreeP">FFFFFFFFFF ---- 4000</p><div class="topThreeDivNumber">2</div></div>

<div class="topThreeDivInside"> <p class="topThreeP">HHHHHHHHHH ---- 3000</p><div class="topThreeDivNumber">3</div></div> -->

</div>

<div id="wordDiv" align="center">

<div id="roundDiv" align="center">0</div>

<div id="timerDiv" align="center">0</div>

<button id="kickButton" onclick="voteKick()" align="center">kick</button>

<label dir="ltr" id="wordLabel"></label>

</div>

<div id="playersDiv">

<div dir="rtl" id="guessDiv">

</div>

<div id="ladderDiv">

</div>

</div>

<input id="chatInput" autocomplete="off" onkeydown="sendText()" type="text" name="" placeholder="اینجا چت کنید" value="">

<div id="canvasDiv">

<div id="canvasHolder"></div>

</div>

<div id="toolsDiv">

<table class="toolsTable">

<tr>

<th class="toolsTableTh"><botton onclick="chooseTool('size', 'small')" class="toolsTableButtonTop" style="background-color: #210042; font-size: 1.5vh">&#9898;</botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('size', 'medium')" class="toolsTableButtonTop" style="background-color: #210042; font-size: 2vh">&#9898;</botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('size', 'large')" class="toolsTableButtonTop" style="background-color: #210042; font-size: 2.5vh">&#9898;</botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#ff00ff')" class="toolsTableButtonTop" style="background-color: rgb(255, 0, 255);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#48ff00')" class="toolsTableButtonTop" style="background-color: rgb(72, 255, 0);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#fbff00')" class="toolsTableButtonTop" style="background-color: rgb(251, 255, 0);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#0000ff')" class="toolsTableButtonTop" style="background-color: rgb(0, 0, 255);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#ff0000')" class="toolsTableButtonTop" style="background-color: rgb(255, 0, 0);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#ffffff')" class="toolsTableButtonTop" style="background-color: rgb(255, 255, 255);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#000000')" class="toolsTableButtonTop" style="background-color: rgb(0, 0, 0);"></botton></th>

</tr>

<tr>

<th class="toolsTableTh"><botton onclick="chooseTool('delete', '1')" class="toolsTableButtonBottom" style="background-color: #210042;">&#9986;</botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('eraser', '2')" class="toolsTableButtonBottom" style="background-color: #210042;">&#9737;</botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('brush', '3')" class="toolsTableButtonBottom" style="background-color: #210042;">&#9999;</botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#00f7ff')" class="toolsTableButtonBottom" style="background-color: rgb(0, 247, 255);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#1b5500')" class="toolsTableButtonBottom" style="background-color: rgb(27, 85, 0);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#ff5e00')" class="toolsTableButtonBottom" style="background-color: rgb(255, 94, 0);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#08004d')" class="toolsTableButtonBottom" style="background-color: rgb(8, 0, 77);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#6d0000')" class="toolsTableButtonBottom" style="background-color: rgb(109, 0, 0);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#9c501c')" class="toolsTableButtonBottom" style="background-color: rgb(156, 80, 28);"></botton></th>

<th class="toolsTableTh"><botton onclick="chooseTool('color', '#797979')" class="toolsTableButtonBottom" style="background-color: rgb(121, 121, 121);"></botton></th>

</tr>

</table>

<table class="keyboardButtonTable">

<tr>

<th class="keyboardButtonTableTh"><button id="typeButton" onclick="typeFocus()" type="button">کلمه</button></th>

</tr>

</table>

</div>

</div>

<script type="text/javascript" src="cordova.js"></script>

<div id="socketIoLibraryHolder"></div>

<script src="libs/p5.js"></script>

<script src="libs/p5.dom.js"></script>

<script src="js/code.js"></script>

<script src="js/functions.js"></script>

<script src="js/sketch.js"></script>

<script id="socketIoLibraryScriptTag" src="http://localhost:2000/socket.io/socket.io.js"></script>

</body>

</html>

CSS:

@font-face {

font-family: 'Lalezar';

src: url('fonts/Lalezar-Regular.ttf');

font-weight: normal;

font-style: normal;

}

\* {

font-family: lalezar;

}

html {

font-family: "Lalezar"

}

body {

-webkit-user-select: none;

/\* Safari 3.1+ \*/

-moz-user-select: none;

/\* Firefox 2+ \*/

-ms-user-select: none;

/\* IE 10+ \*/

user-select: none;

/\* Standard syntax \*/

overflow-x: hidden;

overflow-y: hidden;

margin-top:0px;

margin-left: 0px;

width:100%;

height:100%;

background:linear-gradient(180deg, rgba(1,1,1,1) 0%, rgba(31,0,62,1) 100%);

font-size: 2.5vh;

margin: 0;

padding: 0;

}

.gamemainDiv {

margin: auto;

width:100%;

max-width: 100vh;

background: linear-gradient(180deg, rgba(222,15,44,1) 0%, rgba(32,4,67,1) 80%);

}

.chooseWordDiv {

display: none;

width: 100%;

height: 100vh;

background-color: rgba(0,0,0,0.5);

position: fixed;

margin: auto auto;

left: 0;

right: 0;

top: 0;

bottom: 0;

z-index: 100;

max-width: 100vh;

padding-top: 6%;

}

.wordButton {

width: 75%;

height:25%;

position:relative;

right: 12.5%;

background-color: #210042;

margin-top: 1%;

font-size: 5vh;

border: 1vh solid rgba(201,0,67,1);

color: #ffffff;

border-radius: 3vh;

outline: none

}

.topThreeDiv {

display: none;

width: 100%;

height: 100vh;

background-color: #21004283;

position: fixed;

margin: auto auto;

left: 0;

right: 0;

top: 0;

bottom: 0;

z-index: 100;

max-width: 100vh;

padding-top: 6%;

}

.topThreeDivInside {

width: 75%;

height:25%;

position:relative;

right: 12.5%;

background-color: #210042;

margin-top: 1%;

font-size: 4vh;

line-height: 4vh;

border: 1vh solid rgba(201,0,67,1);

color: #ffffff;

border-radius: 3vh;

outline: none;

text-align: center;

vertical-align: middle;

}

.topThreeP {

margin-top: 9vh;

position: absolute;

margin-left: 25vh;

margin-right: 10%;

}

.topThreeDivNumber {

width:9vh;

height: 9vh;

background-color: rgb(226, 185, 0);

position: absolute;

font-size: 4vh;

left:0;

border-radius: 100%;

vertical-align: middle;

line-height: 3vh;

text-align: center;

line-height: 9vh;

}

#wordDiv {

width:100%;

height: 5vh;

position: relative;

font-size: 2.5vh;

max-width: 100vh;

}

#roundDiv {

width:5vh;

height: 5vh;

background: linear-gradient(90deg, #210042 0%, #53033A 100%);

position: absolute;

font-size: 2.5vh;

left:0;

border-radius: 0 0 0 0;

text-align: center;

vertical-align: middle;

line-height: 5vh;

color:white;

}

#timerDiv {

width:5vh;

height: 5vh;

background-color: #53033A;

position: absolute;

font-size: 2.5vh;

left:5vh;

border-radius: 0 5vh 5vh 0;

text-align: center;

vertical-align: middle;

line-height: 5vh;

color: white;

}

#kickButton {

width:5vh;

height: 5vh;

background-color: rgba(201,0,67,1);

position: absolute;

font-size: 2.5vh;

right:0;

border-radius: 5vh;

border: 0.3vh solid #210042;

font-size: 2vh;

padding: 0;

outline: none;

color: #210042;

}

#wordLabel {

margin: auto;

color:white;

height:5vh;

text-align: center;

width: 30vw;

vertical-align: middle;

line-height: 5vh;

font-size: 2.5vh;

position: absolute;

left: 0;

right: 0;

white-space: nowrap;

}

#playersDiv {

width:100%;

height: 19vh;

background: linear-gradient(180deg, rgba(255,90,21,1) 0%, rgba(96,2,47,1) 100%);

position: relative;

margin-top: 0.5vh;

overflow-y: hidden;

font-size: 2.5vh;

max-width: 100vh;

border-radius: 2vh;

}

#guessDiv {

position: absolute;

height: 100%;

width: 50%;

margin-right: 0;

overflow-y: scroll;

font-size: 2.5vh;

background: linear-gradient(145deg, rgba(222,15,44,1) 0%, rgba(96,2,47,1) 80%);

}

#ladderDiv {

position: absolute;

height: 100%;

width: 50%;

margin-right: 50%;

overflow-y: scroll;

background: linear-gradient(215deg, rgba(222,15,44,1) 0%, rgba(96,2,47,1) 80%);

}

#chatInput {

position: relative;

width: 93%;

height: 5vh;

font-size: 3vh;

margin-top: 0.5vh;

border-radius: 2.5vh;

margin-right: 1%;

outline:none;

max-width: 100vh;

padding-right: 5%;

border: 1px solid white;

}

#canvasDiv {

width:100%;

height: 60vh;

position: relative;

margin-top: 0.5vh;

font-size: 2.5vh;

max-width: 100vh;

}

#canvasHolder {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

width: 100vw;

height: 100vw;

max-width: 60vh;

max-height: 60vh;

background-color: white;

}

#toolsDiv {

width:100%;

height: 9vh;

position: relative;

margin-top: 0vh;

font-size: 2.5vh;

bottom: 0px;

max-width: 100vh;

}

.toolsTable {

clear: both;

position: absolute;

left: 0;

margin-left: 0;

width: 85%;

border-collapse: collapse;

top:0

}

.toolsTableTh {

width: 10%;

height: 50%;

padding:0;

margin:0;

}

.toolsTableButtonTop {

height: 4.1vh;

float: left;

border-radius: 0.5vh;

padding:0;

outline: none;

color: white;

width:100%;

border: 0.3vh solid rgba(201,0,67,1);

}

.toolsTableButtonBottom {

height: 3.8vh;

float: left;

border-radius: 0.5vh;

padding:0;

outline: none;

color: white;

width:100%;

border: 0.3vh solid rgba(201,0,67,1);

}

.keyboardButtonTable {

clear: both;

position: absolute;

left: 85%;

margin-left: 0;

width: 15%;

border-collapse: collapse;

height: 100%;

}

.keyboardButtonTableTh {

width: 100%;

height: 8vh;

}

#typeButton {

width: 100%;

height: 100%;

background-color: #210042;

border-radius: 0.5vh;

outline: none;

font-size: 2.5vh;

padding: 0;

border: 0.3vh solid rgba(201,0,67,1);

color: white;

}

.guessDivInside {

margin: 0;

position:relative;

width: 100%;

padding-right: 1vh;

}

.ladderString0 {

color: white;

text-align: center;

height: 6vh;

border: 4px solid #3e007c;

position: relative;

}

.ladderString1 {

color: white;

text-align: center;

height: 6vh;

border: 1px solid grey;

position: relative;

}

.ladderString2 {

position: absolute;

color:#45ff70;

left:5.5vh;

top: 3.5vh;

}

.ladderString3 {

padding: 0px;

margin:0px;

font-size: 2vh;

}

.ladderString4 {

height: 6vh;

float: left;

border-radius: 50%;

}

.ladderString5 {

padding: 0;

margin:0;

display: block;

font-size: 2vh;

}

.ladderString6 {

width: 60%;

background-color:black;

height:2px;

border: 0;

padding: 0;

margin:0;

display: block;

margin: auto;

}

.ladderString7 {

padding: 0;

margin:0;

display: block;

font-size: 2vh;

}

.ladderString8 {

color: white;

text-align: center;

height: 6vh;

border: 1px solid grey;

position: relative;

}

.ladderString9 {

height: 6vh;

float: left;

border-radius: 50%;

}

.ladderString10 {

padding: 0;

margin:0;

display: block;

font-size: 2vh;

}

.ladderString11 {

width: 60%;

background-color:black;

height:2px;

border: 0;

padding: 0;

margin:0;

display: block;

margin: auto;

}

.ladderString12 {

padding: 0;

margin:0;

display: block;

font-size: 2vh;

}

.headerWord {

position: absolute;

left:0;

right:0;

top:0;

bottom:0;

margin:auto;

text-align: center;

width: 100%;

font-size: 6vh;

height: 10vh;

color: #ffffff;

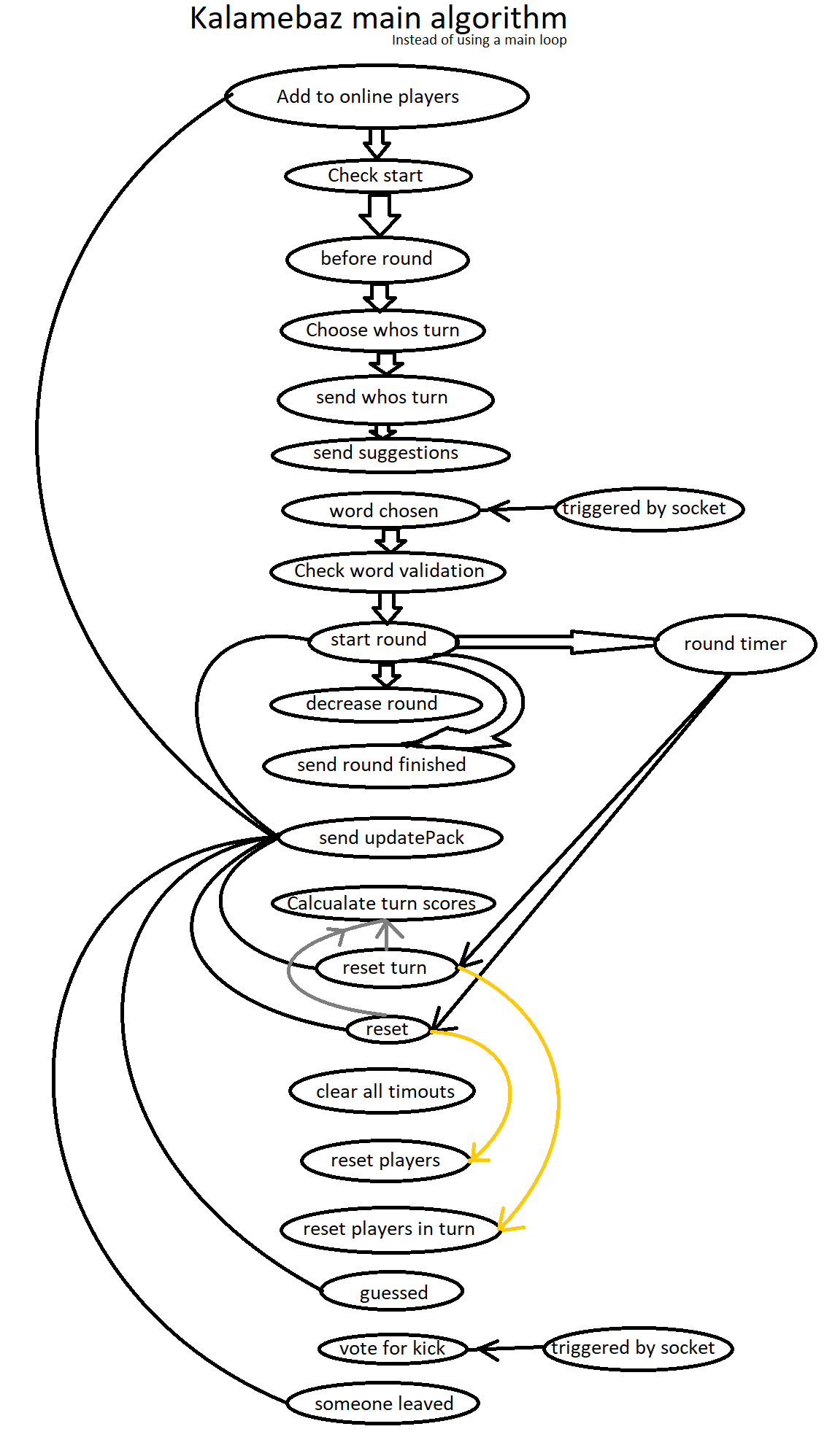
}

کد های این بازی:  
از آنجایی که این بازی در 37 مرحله سمت client و در 24 مرحله سمت server ساخته شده کاری بیهوده به نظر میاید که مراحلش در اینجا بیان شود ولی محصول نهایی به همراه comment و توضیح ساختار الگوریتمی در هر دو بخش client و server آورده شده.

برای این بخش نهایت تلاش انجام شده تا کد ها و الگوریتم ها بهینه باشد.

الگوریتم اصلی بازی:

این الگوریتم در سمت server مبیباشد و کدهای client فقط مسئول نمایش داده ها و ارسال Action ها به سمت سرور میباشد.



کدهای نهایی سمت client:

برای تمامی قسمت ها در بخش comment توضیحال کامل ذکر شده.

کدهای صفحه menu.js

/\*

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\*/

// var startGameSignIn = function () {

// var userNameInput = document.getElementById('userNameInput');

// var passwordInput = document.getElementById('passwordInput');

// var signInButton = document.getElementById('signInButton');

// var password = encode64(passwordInput.value);

// window.location.href = 'game.html?signIn=' + signInButton.value + '&username=' + userNameInput.value + '&password=' + password;

// }

// defining global variables

var characterIcons = [];

var avatars = [];

var choosenAvatar = '1';

// loading the character images

function loadCharacters() {

for(var i = 1; i <= 119 ; i++) {

characterIcons.push(i);

document.getElementById('avatarSelectorInside').innerHTML += '<a class="imageFocuser" href="#"><img onclick="chooseAvatar(this.id)" id="' + i + '" src="./img/' + i + '.ico" alt="" class="avatar"></a>'

avatars.push(document.getElementById(i));

}

}

loadCharacters();

// if start button is pushed, this will happen, we redirect to game.html and we send entered and choosed information as query strings

var startGameGuestIn = function () {

var userNameInput = document.getElementById('userNameInput');

var guestInButton = document.getElementById('guestInButton');

window.location.href = 'game.html?guestIn=' + guestInButton.value + '&username=' + userNameInput.value + '&avatar=' + choosenAvatar;

}

// if an avatar is choosed, this will happen

var chooseAvatar = function (avatarId) {

for(var i in avatars) {

avatars[i].style.backgroundColor = 'transparent';

avatars[i].style.borderWidth = '0px';

if(avatars[i].id === avatarId) {

avatars[i].style.borderWidth = '5px';

avatars[i].style.borderStyle = 'dashed';

avatars[i].style.borderColor = '#1f003e';

}

}

choosenAvatar = avatarId;

}

کدهای صفحه functions.js:

/\*

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// this will recieve the parameter that is on the query string

function getParameterByName(name, url) {

if (!url) url = window.location.href;

name = name.replace(/[\[\]]/g, '\\$&');

var regex = new RegExp('[?&]' + name + '(=([^&#]\*)|&|#|$)'),

results = regex.exec(url);

if (!results) return null;

if (!results[2]) return '';

return decodeURIComponent(results[2].replace(/\+/g, ' '));

}

کد های صفحه code.js:

/\*

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\*/

// this page was for coding and decoding password during game start button, but it is never used anymore as we have no password and sign in anymore according to the io games law

var keyStr = "ABCDEFGHIJKLMNOP" +

"QRSTUVWXYZabcdef" +

"ghijklmnopqrstuv" +

"wxyz0123456789+/" +

"=";

function encode64(input) {

input = escape(input);

var output = "";

var chr1, chr2, chr3 = "";

var enc1, enc2, enc3, enc4 = "";

var i = 0;

do {

chr1 = input.charCodeAt(i++);

chr2 = input.charCodeAt(i++);

chr3 = input.charCodeAt(i++);

enc1 = chr1 >> 2;

enc2 = ((chr1 & 3) << 4) | (chr2 >> 4);

enc3 = ((chr2 & 15) << 2) | (chr3 >> 6);

enc4 = chr3 & 63;

if (isNaN(chr2)) {

enc3 = enc4 = 64;

} else if (isNaN(chr3)) {

enc4 = 64;

}

output = output +

keyStr.charAt(enc1) +

keyStr.charAt(enc2) +

keyStr.charAt(enc3) +

keyStr.charAt(enc4);

chr1 = chr2 = chr3 = "";

enc1 = enc2 = enc3 = enc4 = "";

} while (i < input.length);

return output;

}

function decode64(input) {

var output = "";

var chr1, chr2, chr3 = "";

var enc1, enc2, enc3, enc4 = "";

var i = 0;

// remove all characters that are not A-Z, a-z, 0-9, +, /, or =

var base64test = /[^A-Za-z0-9\+\/\=]/g;

if (base64test.exec(input)) {

alert("There were invalid base64 characters in the input text.\n" +

"Valid base64 characters are A-Z, a-z, 0-9, '+', '/',and '='\n" +

"Expect errors in decoding.");

}

input = input.replace(/[^A-Za-z0-9\+\/\=]/g, "");

do {

enc1 = keyStr.indexOf(input.charAt(i++));

enc2 = keyStr.indexOf(input.charAt(i++));

enc3 = keyStr.indexOf(input.charAt(i++));

enc4 = keyStr.indexOf(input.charAt(i++));

chr1 = (enc1 << 2) | (enc2 >> 4);

chr2 = ((enc2 & 15) << 4) | (enc3 >> 2);

chr3 = ((enc3 & 3) << 6) | enc4;

output = output + String.fromCharCode(chr1);

if (enc3 != 64) {

output = output + String.fromCharCode(chr2);

}

if (enc4 != 64) {

output = output + String.fromCharCode(chr3);

}

chr1 = chr2 = chr3 = "";

enc1 = enc2 = enc3 = enc4 = "";

} while (i < input.length);

return unescape(output);

}

کدهای صفحه ی preload.js:

/\*

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// this will happen before the page load completely, so this to avoid starting the game with uncompleted avatar images, it will download and store every avatar icon then game will start

var characterIcons = [];

function preload() {

for(var i = 0; i < 119 ; i++) {

characterIcons.push(loadImage('./img/' + i + '.ico'));

}

}

کدهای صفحه sketch.js:

/\*

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// defining variable

var socket; // for holding socket

// everything about storing draw data

var points;

var paths;

var savedPaths;

var touched;

// for keeping html elements

var canvasDiv;

var canvasHolder;

var ctx;

var chooseWordDiv;

var word1Button;

var word2Button;

var word3Button;

var wordLabel;

var timerDiv;

var ladderDiv;

var guessDiv;

var typeButton;

var topThreeDiv;

var roundDiv;

// everything about game and players

var whosTurn;

var turnTime;

var turnRuning;

var wordLength;

var sortedPackByScore;

var player;

// everything about timing

var timeleft;

var maxTime;

var betweenTime;

var muteTimer;

var muteTime;

var showTopThreeTimer;

var showTopThreeTime;

// setup is a p5js function that happens before the draw function is executed on the begining, it basically happens before the game starts

function setup() {

try {

// by the following code we are adding the socket.io library to the html

var socketIoLibraryHolder = document.getElementById('socketIoLibraryHolder');

var socketIoLibraryScriptTag = document.createElement("socketIoLibraryScriptTag");

socketIoLibraryHolder.appendChild(socketIoLibraryScriptTag); // adding it to the tag

socket = io("http://localhost:2000", {'sync disconnect on unload': true}); // here we set the socket up by calling the io function which is necessary for seting the socket.io library up

socket.on('connect', function() { // this is the default socket line that happens whenever socket succesfully connected to the server

console.log('socket connected.'); // we say wer connected

if(getParameterByName('guestIn') === 'true') { // we get the name parameter from the query string and check if wer signed as guest

console.log('request to join as guest'); // we say so

var username = getParameterByName('username'); // we also get the username parameter from the query string as well

if(username !== '' && username.length <= 10 && username.length >= 1 && username.includes('>') === false && username.includes('<') === false && username.includes('/') === false && username.includes('\\') === false && username.includes('#') === false) { // this is the client side name validation that checks the length of name and unusual names

socket.emit('join', {name: getParameterByName('username'), avatar: getParameterByName('avatar'), state: 'guest'});// if its ok, we send signin information to the server

} else { // otherwise we do the disconnect action

disconnectAction();

}

} else { // otherwise we do the disconnect action

disconnectAction();

}

});

// now we listen to different lines and we do a callback over them and we get the data recieved and store them as the input parameter, this is the standard way of socket.io library

// Important note that for validating name, mute time and ... server also validate it, so even if the client know javascript and cheat, the server still keeps the player mute or wont let them to send bad data over the socket

socket.on('init', function(data) { // this init line that we listen to is recievied at the moment player is connected, it will be only recieved once per connection, it basically gives the current information about the hole game until now

console.log('init recieved'); // we sat so

player.id = data.id; // we set the player id to the recieved id

if(data.pack[1][1] === true) { // this will check if turn is running

turnRuning = true; // we set the global variable to true

player.allowGuess = true; // we allow the player to guess ////// TODO this can be go away, it might cause problems in feauture

wordLength = data.pack[1][0]; // we set the length of the current word

showEmptyLines(true, data.pack[1][2]); // we set the empty space if the word is two parted

}

updateLadder(data.pack[0]); // we update the ladder by the information of players

});

socket.on('mute', function() { // we listen to the mute line if server mute this player

console.log('muted'); // we say so

player.mute = true; // we set the global mute variable to true

muteTimer = setTimeout(function() {// we start a timer that hast the exact same mute time as the server has TODO server can send the amount of time that the player is muted

console.log('mute free'); // we say so

player.mute = false; // we free the client

clearTimeout(muteTimer); // we get rid of this timout

}, muteTime); // assining the amount of time for this timer

});

socket.on('disconnect', function() { // this is also a default line of socket.io and it will be triggered whenever socket connection is lost

console.log('disconnected'); // we say so

disconnectAction(); // we do the disconnect action which is a function

});

socket.on('newPlayer', function(data) { // this will hapen whenever a new player is connected to the room

console.log('a new player joined');

if(player.turn === true && player.id !== whosTurn) {

socket.emit('copyForNewPlayer', {id: data.id, pathsCopy: savedPaths, timeLeft: timeleft});

}

});

socket.on('copyOfCurrentDraw', function(data) { // this will happen i order to receave the current draw data after joining the room

console.log('copy of current draw recieved');

if(player.turn === true)

return;

paths = data.pathsCopy;

drawPaths();

clockTimer(false, true, data.timeLeft);

});

socket.on('draw', function(data) { // this will happen whenever some one is drawing something

points.push(data);

drawPaths();

});

socket.on('newDraw', function() { // this will happen whenever the one whos drawing release the mouse and hold again

points = [];

paths.push(points);

savedPaths.push(points);

});

socket.on('erase', function() { // this will happen if the one whos drawing use the erase tool

console.log('erase')

points = [];

paths = [];

savedPaths = [];

drawPaths();

clearCanvas();

});

socket.on('private', function(data) { // this will happen whenever server sends the secret word information to the client

console.log('private message');

if(data.state === "wordSuggestions") {

showWordChoices(data.suggestions);

player.turn = true;

} else if(data.state === "allowDraw") {

player.allowDraw = true;

player.turn = true;

} else if(data.state === "rightGuess") {

console.log('GUESSED RIGHT');

wordLabel.innerHTML = data.word;

}

});

socket.on('roomBroadCastExc', function(data) { // this will happen whenever we have a room broadcast except the player who sends data

console.log('broadcast except sender');

if(data.state === "hint") { // this will happen if there is a character hint

player.chars[data.index] = data.char;

showEmptyLines(false, data.spaceIndex);

}

});

socket.on('globalBroadCastExc', function(data) { // this will happen whenever we have a global broadcast except the player who sends data

console.log('global broadcast except sender');

});

socket.on('roomBroadCast', function(data) { // this will be recieved by all players

console.log('broadcast');

if(data.state === "whosTurn") { // this will happen to say whos turn it is

if(data.id === player.id) {

player.turn = true;

} else {

whosTurn = data.id;

}

} else if(data.state === "roundStarted") { // this will happen if round is started

if(player.turn === false) {

wordLength = data.emptyLines;

player.allowGuess = true;

showEmptyLines(true, data.spaceIndex);

} else {

wordLabel.innerHTML = player.chosenWord;

}

turnRuning = true;

points = [];

paths = [];

savedPaths = [];

player.voteKick = false,

clearCanvas();

clockTimer(false, false, 0);

} else if(data.state === "roundFinished") { // this will happen if round is finished

console.log('roundFinished');

clockTimer(true, false, 0);

resetRound(data);

} else if(data.state === "finalRoundFinished") { // this will happen if final round is finished

console.log('finalRoundFinished');

showTopThree();

clockTimer(true, false, 0);

resetRound(data);

} else if(data.state === "updatePack") { // this will happen if we recieve update pack

console.log('update pack recieved');

updateLadder(data.pack);

roundDiv.innerHTML = data.currentRound;

} else if(data.state === "guess") { // this ill happen if some one guess something (almost any chat)

if(data.guessed === false) {

guessDiv.innerHTML += '<div class="guessDivInside" style="color:white;">' + data.name + ': ' + data.guess + '</div>';

} else {

guessDiv.innerHTML += '<div class="guessDivInside" style="color:#45ff70;">' + data.name + ': ' + data.guess + '</div>';

}

guessDiv.scrollTop = guessDiv.scrollHeight;// we scroll to the button right corner of guessDiv

guessDiv.scrollLeft = guessDiv.scrollWidth;// we scroll to the button right corner of guessDiv

}

});

socket.on('globalBroadCast', function(data) { // this will happen if server sends a message to all players online

console.log('global broadcast');

});

} catch (exception) { // if we have error

console.log(exception);

disconnectAction(); // we handle the disconnection

}

setupVariables(); // by this function we set all the variables up

setupCanvasAndGraphics(); // by this function we set the canvas and all about aspect ration up

}

// setting all the global variables up

function setupVariables() {

whosTurn = 0;

turnTime = 0;

turnRuning = false;

wordLength = 0;

sortedPackByScore = [];

player = {

id: 0,

turn: false,

allowDraw: false,

guessed: false,

allowGuess: false,

currentScore: 0,

chosenWord: "",

chars: [],

brushColor: '#000000',

savedVrushColor: '#000000',

brushSize: round(width\*0.01),

brushSizeName: 'small',

voteKick: false,

mute: false,

};

chooseWordDiv = document.getElementById('chooseWordDiv');

word1Button = document.getElementById('word1Button');

word2Button = document.getElementById('word2Button');

word3Button = document.getElementById('word3Button');

wordLabel = document.getElementById('wordLabel');

timerDiv = document.getElementById('timerDiv');

ladderDiv = document.getElementById('ladderDiv');

guessDiv = document.getElementById('guessDiv');

timerDiv = document.getElementById('timerDiv');

canvasDiv = document.getElementById('canvasDiv');

canvasHolder = document.getElementById('canvasHolder');

typeButton = document.getElementById('typeButton');

topThreeDiv = document.getElementById('topThreeDiv');

roundDiv = document.getElementById('roundDiv');

points = [];

paths = [];

savedPaths = [];

timeleft = 1;

maxTime = 80;

betweenTime = 20;

muteTimer = null;

muteTime = 5000;

showTopThreeTimer = null;

showTopThreeTime = 5000;

clearInterval(theTimer);

}

// setting up everything about canvas and positioning it

function setupCanvasAndGraphics() {

ctx = createCanvas(canvasHolder.offsetWidth, canvasHolder.offsetHeight);

ctx.position(0,0);

ctx.parent('canvasHolder');

frameRate(25);

clearCanvas();

}

// this will happen whenever the page is resized

function windowResized() {

console.log('game resize');

resizeCanvas(canvasHolder.offsetWidth, canvasHolder.offsetHeight);

drawOldPaths();

}

// this is acually the p5js main loop but I have my own algorithm so the only use I have here is to check the mousepress (basically using it as the mousedown event)

function draw() {

if(mouseIsPressed === true) {

sendDrawData();

}

}

// we handle the touch hold event as well

function touchStarted() {

if(touched === true) {

return;

}

touched = true;

sendMousePressed();

}

// we handle the touch release event too

function touchEnded() {

if(touched === true) {

touched = false;

}

}

// we draw the path of the line currently drawing

function drawPaths() {

push();

noFill();

for(var i = 0; i < paths.length; i++) {

beginShape();

for(var j = 0; j < paths[i].length; j++) {

var point = paths[i][j];

stroke(point.color);

if(point.size === 'small')

strokeWeight(round(width\*0.01));

else if(point.size === 'medium')

strokeWeight(round(width\*0.03));

else if(point.size === 'large')

strokeWeight(round(width\*0.05));

else round(width\*0.01);

curveVertex(map(point.x, 0, 400, 0, width), map(point.y, 0, 400, 0, height));

}

endShape();

}

pop();

}

// we draw the old saved path for times that we loose canvas (drawing the saved path)

function drawOldPaths() {

clearCanvas();

paths = savedPaths;

drawPaths();

}

// here we tell the server the mouse is pressed and we set the paths(current draw line) to empty array aswell

function sendMousePressed() {

if(socket === null || player.allowDraw === false) {

return;

}

paths = [];

socket.emit('mousePressed');

}

//we send all the drawing data we need, the position of mouse, chosen color and chosen size but the most importantly HERE for x and y we map them between 0 and 400 so without caring about the resolution of the player device all the players will draw in the same aspect ratio

function sendDrawData() {

if(socket === null || player.allowDraw === false) {

return;

} else {

socket.emit('holdingDown', {x: round(map(mouseX, 0, width, 0, 400)), y: round(map(mouseY, 0, height, 0, 400)), color: player.brushColor, size:player.brushSizeName});

}

}

// here we display the 3 words that server sends

function showWordChoices(words) {

console.log('showWordChoices');

chooseWordDiv.style.display = 'block';

word1Button.innerHTML = words[0];

word2Button.innerHTML = words[1];

word3Button.innerHTML = words[2];

word1Button.value = words[0];

word2Button.value = words[1];

word3Button.value = words[2];

}

//if word1 is choosed

function chooseWord1() {

player.chosenWord = word1Button.value;

sendChoosenWord();

}

//if word2 is choosed

function chooseWord2() {

player.chosenWord = word2Button.value;

sendChoosenWord();

}

//if word3 is choosed

function chooseWord3() {

player.chosenWord = word3Button.value;

sendChoosenWord();

}

//we send the word that is choosen to the server

function sendChoosenWord() {

chooseWordDiv.style.display = 'none';

socket.emit('chooseWord', {word: player.chosenWord});

}

// this is no longer called, somehow wrong

function sendText() {

if(player.mute === true) {

guessDiv.innerHTML += '<div class="guessDivInside" style="color: white">' + '\*\* MUTED \*\*' + '</div>';

chatInput.value = '';

guessDiv.scrollTop = guessDiv.scrollHeight;

return;

}

var word = chatInput.value;

if(event.key === 'Enter') {

if(word.trim() != '' && word.length <= 100 && word.includes('>') === false && word.includes('<') === false && word.includes('/') === false && word.includes('/') === false && word.includes('\\') === false && word.includes('#') === false) {

socket.emit('guess', {guess: chatInput.value});

}

chatInput.value = '';

}

}

var theTimer;// global variable timer

// this is the timer on the top left of the screen that shows the time remaining of each round, but if player join in the midle it should know about it, so it gets parameters

function clockTimer(roundFinished, isInMiddle, givenTimeLeft) {

console.log('clockTimer');

clearClockTimer();

if(isInMiddle === true) {

timeleft = givenTimeLeft;

} else if(roundFinished === true) {

maxTime = betweenTime;

}

timerDiv.innerHTML = maxTime;

theTimer = setInterval(function(){

timerDiv.innerHTML = maxTime - timeleft;

timeleft += 1;

if(timeleft >= maxTime){

clearClockTimer();

}

}, 1000);

}

// this will get rid of the clock timer defined above

function clearClockTimer() {

console.log('clearClockTimer');

clearInterval(theTimer);

timeleft = 1;

maxTime = 80;

betweenTime = 20;

}

// this will happen whenever someone vote to kick others

function voteKick() {

if(player.voteKick === false) {

player.voteKick = true;

console.log('voteKick');

socket.emit('voteKick');

}

}

// this will make the cursure or the device to focus on the guess text input for chatting and stuff, usually used for the shortcut for bug phones

function typeFocus() {

chatInput.focus();

}

// this will show empty lines above the screen so players can know how many characters the word has and also they will know if there be an empty space

function showEmptyLines(startRound, spaceIndex) {

wordLabel.innerHTML = '';

if(startRound === true) {

for(var i = 0 ; i < wordLength ; i++) {

if(i === spaceIndex) {

player.chars.push('\u00A0\u00A0');

} else {

player.chars.push(' \_ ');

}

}

}

for(var i = player.chars.length - 1 ; i >= 0 ; i--) {

wordLabel.innerHTML += ' ' + player.chars[i] + ' ';

}

}

// this will show the top three players after final round

function showTopThree() {

topThreeDiv.style.display = 'block';

topThreeDiv.innerHTML = '';

var topThreeString = '';

var topThreeCounter = 1;

for(var i = sortedPackByScore.length - 1 ; i >= 0 ; i--) {

if(topThreeCounter <= 3) {

topThreeString += '<div class="topThreeDivInside"> <p class="topThreeP">';

topThreeString += sortedPackByScore[i][0] + ' ---- ' + sortedPackByScore[i][2]; // + ' gained: ' + sortedPackByScore[i][1];

topThreeString += '</p><div class="topThreeDivNumber">' + topThreeCounter + '</div>';

topThreeString += '</div>';

topThreeCounter++;

}

}

topThreeDiv.innerHTML = topThreeString;

showTopThreeTimer = setTimeout(function() {

topThreeDiv.style.display = 'none';

topThreeDiv.innerHTML = '';

clearTimeout(showTopThreeTimer);

}, showTopThreeTime);

}

// this is the disconnect action, it will somehow bring the player back to menu

function disconnectAction() {

console.log('disconnectAction');

window.location.href = 'index.html';

chooseWordDiv.style.display = 'none';

wordLabel.innerHTML = '';

clearClockTimer();

}

// this will update the ladderDiv whenever necessary, it will infact sort the players out

function updateLadder(pack) {

sortedPackByScore = pack.sort((a,b) => (a[2] > b[2]) ? 1 : ((b[2] > a[2]) ? -1 : 0));

ladderDiv.innerHTML = '';

var ladderString = ''

for(var i = sortedPackByScore.length - 1 ; i >= 0 ; i--) {

if(sortedPackByScore[i][3] === true) {

console.log(sortedPackByScore[i][4]);

ladderString += '<div class="ladderString1"><div class="ladderString2"><p class="ladderString3">' + sortedPackByScore[i][1] + '+</p></div><div><img src="./img/' + sortedPackByScore[i][5] + '.ico" alt="" class="ladderString4"></div><div><h4 class="ladderString5">';

ladderString += sortedPackByScore[i][0] + '</h4><hr class="ladderString6"><h4 class="ladderString7">Score: ' + sortedPackByScore[i][2] + '</h4></div></div>';

} else if(sortedPackByScore[i][3] !== true){

console.log(sortedPackByScore[i][4]);

if(sortedPackByScore[i][4] === false) {

ladderString += '<div class="ladderString1"><div><img src="./img/' + sortedPackByScore[i][5] + '.ico" alt="" class="ladderString9"></div><div><h4 class="ladderString10">';

ladderString += sortedPackByScore[i][0] + '</h4><hr class="ladderString11"><h4 class="ladderString12">Score: ' + sortedPackByScore[i][2] + '</h4></div></div>';

}

else if(sortedPackByScore[i][4] === true) {

ladderString += '<div class="ladderString0"><div><img src="./img/' + sortedPackByScore[i][5] + '.ico" alt="" class="ladderString9"></div><div><h4 class="ladderString10">';

ladderString += sortedPackByScore[i][0] + '</h4><hr class="ladderString11"><h4 class="ladderString12">Score: ' + sortedPackByScore[i][2] + '</h4></div></div>';

}

}

}

ladderDiv.innerHTML = ladderString;

}

// whenever round is reseted this will do the necessary stuff, somehow it resets everything back to normal

function resetRound(data) {

console.log('resetRound');

turnRuning = false;

player.turn = false;

player.allowDraw = false;

chooseWordDiv.style.display = 'none';

wordLabel.innerHTML = data.word;

player.chars = [];

if(data.state === 'roundFinished') {

} else if (data.state === 'finalRoundFinished') {

}

//clearClockTimer();

}

// this will choose the tool player clicked on

function chooseTool(tool, value) {

if(player.turn === false) {

return;

}

if(tool === 'size') {

if(value === 'small') {

player.brushSize = round(width\*0.01);

player.brushSizeName = value;

} else if(value === 'medium') {

player.brushSize = round(width\*0.03);

player.brushSizeName = value;

} else if(value === 'large') {

player.brushSize = round(width\*0.05);

player.brushSizeName = value;

}

} else if(tool === 'delete') {

socket.emit('delete');

} else if(tool === 'color') {

player.brushColor = value;

} else if(tool === 'bucket') {

console.log('bucket');

// loadPixels();

// floodFill(round(width/2), round(height/2), color(255, 0, 0), color(255, 255, 255));

// updatePixels();

} else if(tool === 'eraser') {

console.log('erase');

player.brushColor = '#f5f5f5';

} else if(tool === 'brush') {

player.brushColor = '#000000';

}

}

// this is a function we never use because of performance problems, huge resolutions with low cpu will struggle doing it concider it happen simoltaniosly with the socket listenings!!!

function floodFill(x, y, fill\_color, old\_color)

{

if(x <= 0 || x >= width || y <= 0 || y >= height){

return;

}

if(get(x, y)[0] == red(old\_color) && get(x, y)[1] == green(old\_color) && get(x, y)[2] == blue(old\_color))

{

counter++;

set(x, y, fill\_color);

floodFill(x + 1, y, fill\_color, old\_color);

floodFill(x, y - 1, fill\_color, old\_color);

floodFill(x - 1, y, fill\_color, old\_color);

floodFill(x, y + 1, fill\_color, old\_color);

}

}

// this will simply clear the canvas, the canvas color is not white because of making a differance between white color and the eraser tool

function clearCanvas() {

background(245);

}

کدهای نهایی سمت server:

برای تمامی قسمت ها در بخش comment توضیحال کامل ذکر شده.

کدهای صفحه ی player.js:

// this is the players class

class Player {

// the cunstructor

constructor (id, name, avatar, roomId) {

// defining attributes

this.id = id;

this.roomId = roomId;

this.name = name;

this.avatar = avatar;

this.score = 0;

this.tempScore = 0;

this.joined = false;

this.allowDraw = false;

this.turn = false;

this.guessed = false;

this.voteKick = false;

this.spammer = false;

this.spamTime = 5000;

}

// this method will reset the players but not scores and some other infos

resetPlayersInTurn () {

this.guessed = false;

this.voteKick = false;

this.allowDraw = false;

this.tempScore = 0;

}

// this method will reset the player and set everyting back to default

reset () {

this.score = 0;

this.tempScore = 0;

this.guessed = false;

this.voteKick = false;

this.allowDraw = false;

}

// this method will be run whenever the player spam chats or spam guess something

spammed () {

this.spammer = true;

let \_this = this;

this.spamTimer = setTimeout(function() {

\_this.spammer = false;

console.log('SpamFree');

clearTimeout(\_this.spamTimer);

}, this.spamTime);

}

}

// we export some of above functions/classes/variables in orter to be used in other pages

module.exports = {Player};

کدهای صفحه ی functions.js:

//

const {rooms, Room} = require('./room'); // using some classes and functions that are defined and exported over the room page

require('../server'); // requiring server on top of here

// defining global variables

var maxPlayers = 8;

// this function wll select a room according to the number of players and the position of it on the list of rooms

var roomSelector = () => {

let choosenRoomId = 0;

if(rooms.length === 0) {

choosenRoomId = Math.random();

rooms.push(new Room(choosenRoomId));

} else {

let sortedRoom = rooms.sort(compare); // TODO test to see desending acending

for(let i = sortedRoom.length - 1; i >= 0; i--) {

let room = sortedRoom[i];

if (room.onlinePlayers.length < maxPlayers) {

choosenRoomId = room.id;

}

}

}

if(choosenRoomId === 0) {

choosenRoomId = Math.random();

rooms.push(new Room(choosenRoomId));

}

return choosenRoomId;

}

// this will add a player to the room that is selected

var addToJoinedRoom = (player) => {

rooms.find(room => room.id === player.roomId).addToOnlinePlayers(player);

player.joined = true;

}

// tjos will get initpack of all players and all room status in order to send to the player that is just joined

var getInitPack = (roomId) => {

var pack = [];

var pPack = [];

var wPack = [];

var room = rooms.find(x => x.id === roomId);

for(let i = 0; i < room.onlinePlayers.length; i++) {

pPack.push([room.onlinePlayers[i].name, room.onlinePlayers[i].tempScore, room.onlinePlayers[i].score, room.onlinePlayers[i].guessed, room.onlinePlayers[i].allowDraw, room.onlinePlayers[i].avatar]);

}

wPack.push(room.word.length);

wPack.push(room.turnRunning);

wPack.push(room.word.indexOf(' '));

pack.push(pPack);

pack.push(wPack);

return pack;

}

// this will compare two room with each other see which one has less players

function compare(a, b) {

let aa = a.onlinePlayers.length;

let bb = b.onlinePlayers.length;

let comparison = 0;

if (aa > bb) {

comparison = 1;

} else if (bb > aa) {

comparison = -1;

}

return comparison;

}

// we export some of above functions/classes/variables in orter to be used in other pages

module.exports = {roomSelector, addToJoinedRoom, getInitPack};

کدهای صفحه ی room.js:

require('../server'); // we import everything on the server on top of here

const db = require("./db"); // we import the db script aswell

// defining global variables

var rooms = [];

var maxScore = 450;

var turnTime = 80000;

var restTime = 5000;

var chooseWordTime = 15000;

var hintTime = 45000;

var rounds = 10;

var minPlayers = 2;

// this is the class for rooms

class Room {

// the cunstructor

constructor (id) {

// defining attributes

this.id = id;

this.justCreated = true;

this.word = 'Wating...';

this.howManyGuessed = 0;

this.onlinePlayers = [];

this.voteKicks = 0;

this.whosTurn = 0;

this.turnRunning = false;

this.currentRound = rounds;

this.isFull = false;

this.roundTimer;

this.hintTimout;

this.sendSuggestionsSetTimout;

this.resetTurnSetTimout;

this.choosenSuggestions = [];

this.justReseted = false;

console.log('Room created');

}

// defining methods

// this method will add a new player to the list of players under this class

addToOnlinePlayers (player) {

console.log('addToOnlinePlayers');

this.onlinePlayers.push(player);

this.sendUpdatePack();

this.checkStart();

}

// this is a method for check if room started or not

checkStart () {

console.log('checkStart');

if(this.onlinePlayers.length >= minPlayers) {// && this.justCreated === true

this.beforeRound(); // jumps to the next step

this.justCreated = false;

}

}

// this is an asynced method that happenes before each round, it is asynced because it uses database and doesnt know when the resault will back, so it basically wait then go nest method

async beforeRound () { // LoopStart

console.log('BeforeRound');

if(this.whosTurn !== 0)

return;

this.chooseWhosTurn();

this.sendWhosTurn();

this.choosenSuggestions = await db.getWords();

this.sendSuggestions();

}

// this method choose one of the players online in this room as the one whos turn it is

chooseWhosTurn () {

try {

console.log('chooseWhosTurn');

let randomIndex = randomNumber(0, this.onlinePlayers.length); // TODO check currection

this.whosTurn = this.onlinePlayers[randomIndex].id;

this.onlinePlayers[randomIndex].turn = true;

} catch (exception) {

forceDeleteRoom(this);

}

}

// this method send everyone on the room and tell them whos turn it is

sendWhosTurn () {

console.log('sendWhosTurn');

broadCastToRoom(this.id, {state: 'whosTurn', id: this.whosTurn}); // TODO client side UI change

return;

}

// this method will send 3 word suggestions that we got from database before and send it to the player whos turn it is

sendSuggestions () {

console.log('sendSuggestions');

sendToPlayer(this.whosTurn, {state: 'wordSuggestions', suggestions: this.choosenSuggestions});

let \_this = this;

this.sendSuggestionsSetTimout = setTimeout(function() { // finishes the turn

if(\_this.word === 'Loading...') {

\_this.resetTurn();

}

}, chooseWordTime);

}

// this method is no longer used, it was for when we had no database

// choose3words () {

// console.log('choose3words');

// let randomIndex = randomNumber(0, savedWords.length - 1);

// this.choosenSuggestions = savedWords[randomIndex];

// return this.choosenSuggestions;

// }

// this method will happen whenever the player whos turn it is chooses one of the 3 sent words

wordChosen (id, word) {

console.log('wordChosen');

var check = this.checkwordWalidation(word);

if(check === false) {

console.log('Kicked'); // TODO test

// this.onlinePlayers.splice(this.onlinePlayers.findIndex(player => player.id === this.whosTurn), 1);

SOCKET\_LIST[this.whosTurn].disconnect();

return;

}

// if(this.onlinePlayers.find(x => x.id === this.whosTurn) != undefined) { // TODO test

this.onlinePlayers.find(x => x.id === this.whosTurn).allowDraw = true;

sendToPlayer(id, {state: 'allowDraw', allowDraw: true});

this.startRound();

// }

}

// this will check if the word that the player choosed is valid or not, this actually prevent cheaters and hackers to send wrong information over the specific socket line

checkwordWalidation (word) {

console.log('checkwordWalidation');

this.word = this.choosenSuggestions.find(x => x === word);

if(this.word === word) {

return true;

}

return false;

}

// this will start the round by telling everyone on the room about the word length and empty lines and starts the game by starting some timers for hint and for the hole round time

startRound () {

console.log('startRound');

let \_this = this;

broadCastToRoom(this.id, {state: 'roundStarted', emptyLines: this.word.length, spaceIndex: this.word.indexOf(' ')});

this.sendUpdatePack();

this.turnRunning = true;

this.roundTimer = setTimeout(function() { // finishes the turn

if(\_this.decreaseRound() === false)

\_this.resetTurn();

}, turnTime);

this.hintTimout = setTimeout(function() { // gives a hint

var randomChatIndex = randomNumber(0, \_this.word.length);

if(\_this.word.charAt(randomChatIndex) === ' ') {

randomChatIndex ++;

}

console.log('hint ' + randomChatIndex);

broadCastToRoomExceptThePlayer(\_this.whosTurn, \_this.id, {state: 'hint', index: randomChatIndex, char: \_this.word.charAt(randomChatIndex), spaceIndex: \_this.word.indexOf(' ')});

}, hintTime);

}

// this will decrease the number of rounds after each round is done

decreaseRound() {

console.log('decreaseRound');

this.currentRound--;

if(this.currentRound === 0) {

this.reset();

return true;

}

return false;

}

// this will notify all players on the room that the round or final round is finished

sendRoundFinished () {

console.log('sendRoundFinished');

if(this.currentRound > 0) {

broadCastToRoom(this.id, {state: 'roundFinished', word: this.word});

} else {

broadCastToRoom(this.id, {state: 'finalRoundFinished', word: this.word});

}

}

// this will send the information about scores and all the players updated information

sendUpdatePack () {

var pack = [];

for(let i = 0; i < this.onlinePlayers.length; i++) {

pack.push([this.onlinePlayers[i].name, this.onlinePlayers[i].tempScore, this.onlinePlayers[i].score, this.onlinePlayers[i].guessed, this.onlinePlayers[i].allowDraw, this.onlinePlayers[i].avatar]);

}

broadCastToRoom(this.id, {state: 'updatePack', pack, currentRound: this.currentRound});

}

// this will calculate the score after each round

calculateTurnScores () {

console.log('calculateTurnScores');

for(var i = 0 ; i < this.onlinePlayers.length ; i++) {

var player = this.onlinePlayers[i];

if(player.id !== this.whosTurn) {

player.score += player.tempScore;

// player.tempScore = 0;

} else {

var tempScoreForWhosTurn = Math.round(maxScore / (this.onlinePlayers.length - 1));

player.score += (tempScoreForWhosTurn \* this.howManyGuessed);

}

}

}

// this will reset a round/turn

resetTurn () { // LoopEnd

console.log('resetTurn');

try{

this.calculateTurnScores();

this.sendUpdatePack();

this.sendRoundFinished();

this.resetPlayersInTurn();

this.word = 'Loading...';

this.howManyGuessed = 0;

this.voteKicks = 0;

this.whosTurn = 0;

this.turnRunning = false;

this.roundTimer;

this.hintTimout;

this.choosenSuggestions = [];

clearTimeout(this.roundTimer);

clearTimeout(this.sendSuggestionsSetTimout);

clearTimeout(this.resetTurnSetTimout);

clearTimeout(this.hintTimout);

let \_this = this;

this.resetTurnSetTimout = setTimeout(function() {

console.log('endRound');

clearTimeout(\_this.resetTurnSetTimout);

\_this.beforeRound(); // loop again

}, restTime);

} catch(exception) { console.log(exception); }

}

// this will reset the hole game after the last round, but it wont kick players

reset () {

console.log('reset');

try{

this.calculateTurnScores();

this.sendUpdatePack();

this.sendRoundFinished();

this.resetPlayers();

this.justCreated = true;

this.word = 'Loading...';

this.howManyGuessed = 0;

this.voteKicks = 0;

this.whosTurn = 0;

this.turnRunning = false;

this.currentRound = rounds;

this.isFull = false;

this.roundTimer;

this.hintTimout;

this.choosenSuggestions = [];

this.justReseted = true;

clearTimeout(this.roundTimer);

clearTimeout(this.sendSuggestionsSetTimout);

clearTimeout(this.resetTurnSetTimout);

clearTimeout(this.hintTimout);

let \_this = this;

this.resetTurnSetTimout = setTimeout(function() {

console.log('endAnFinishiedAllRounds');

clearTimeout(\_this.resetTurnSetTimout);

\_this.checkStart(); // loop again

//\_this.beforeRound(); // loop again

\_this.justReseted = false;

}, restTime);

} catch(exception) { console.log(exception); }

}

// this will clear all the timouts currently started up

clearAllTimouts() {

clearTimeout(this.roundTimer);

clearTimeout(this.sendSuggestionsSetTimout);

clearTimeout(this.resetTurnSetTimout);

clearTimeout(this.hintTimout);

}

// this will reset all the players information and set them back to default

resetPlayers () {

console.log('resetPlayers');

for(var i = 0 ; i < this.onlinePlayers.length ; i++) {

var player = this.onlinePlayers[i];

player.reset();

}

}

// this will reset all the players information except the score and stuff of them

resetPlayersInTurn () {

console.log('resetPlayersInTurn');

for(var i = 0 ; i < this.onlinePlayers.length ; i++) {

this.onlinePlayers[i].resetPlayersInTurn();

}

}

// this will happen whenever someone guess something or even chat

guessed(player, guess) {

console.log('guessed');

if(player.guessed === false && guess === this.word && player.id !== this.whosTurn) {

this.howManyGuessed++; // important to be the first otherwise we will have divide by 0

player.guessed = true;

player.tempScore = Math.floor(maxScore/this.howManyGuessed);

sendToPlayer(player.id, {state:'rightGuess', word: this.word});

broadCastToRoom(this.id, {state:'guess', name: player.name, guess: ' - GUESSED -' + player.tempScore, guessed: player.guessed});

if(this.howManyGuessed === this.onlinePlayers.length - 1) {

this.decreaseRound();

this.resetTurn();

} else {

this.sendUpdatePack();

}

} else {

if(guess !== this.word)

broadCastToRoom(this.id, {state:'guess', name: player.name, guess, guessed: player.guessed}); // guess acts as chat

}

}

// this will happen whenever some one hits the kicks button

votedForKick (player) {

console.log('votedForKick');

if(player.id === this.whosTurn || this.turnRunning === false || player.voteKick === true) {

return;

}

player.voteKick = true;

this.voteKicks++;

if(this.voteKicks > Math.floor(this.onlinePlayers.length/2)) { // one more than half, more than 3 players

SOCKET\_LIST[this.whosTurn].disconnect();

}

}

// thiss will happen when somebody leaves

someoneLeaved (leaverId) {

console.log('someoneLeaved');

this.sendUpdatePack();

// if only one player remains

if(this.onlinePlayers.length === 1) {

this.reset();

return;

}

// if more than one player remains and it was the leavers turn

if(leaverId === this.whosTurn && this.onlinePlayers.length > 0) {

this.decreaseRound();

this.resetTurn();

return;

} else { // if more than one player remains and it was not the leavers turn

this.sendUpdatePack();

}

if(this.onlinePlayers.length < 1) {

console.log('rooms empty');

}

return;

}

}

// some handy functions

// this will give you a random number between two numbers, except it will never return the max number, if you wanna do that you should add +1 at the end of formula

var randomNumber = (min, max) => { // even negative numbers are supported

return Math.floor(Math.random() \* (max - min) + min);

}

var sendToPlayer = (id, data) => {

try {

SOCKET\_LIST[id].emit('private', data);

} catch (exception) {

console.log(exception);

}

}

// this will broadcast something to everyone on the room

var broadCastToRoom = (roomId, data) => {

try {

io.in(roomId + '').emit('roomBroadCast', data);

} catch (exception) {

console.log(exception);

}

}

// this will broadcast something to everyone on the room except the player that sends the data

var broadCastToRoomExceptThePlayer = (id, roomId, data) => {

try {

SOCKET\_LIST[id].to(roomId + '').emit('roomBroadCastExc', data);

} catch (exception) {

console.log(exception);

}

}

// this will broadcast something to everyone on the hole game

var broadCastToAll = (data) => {

try {

io.emit('globalBroadCast'. data);

} catch (exception) {

console.log(exception);

}

}

// this will broadcast something to everyone on the hole game except the player who sends the data

var broadCastToAllExceptThePlayer = (id, data) => {

try {

SOCKET\_LIST[id].broadcast.emit('globalBroadCastExc', data);

} catch (exception) {

console.log(exception);

}

}

// we export some of above functions/classes/variables in orter to be used in other pages

module.exports = {rooms, Room};

کدهای صفحه ی seed.js:

/\*

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last update: 5/11/2019

\*/

const mongoose = require("mongoose"); // adding the mongoose library, npm install is necesarry

mongoose.Promise = global.Promise; // in orther to use the promises for handling database

mongoose.connect("mongodb://localhost:27017/words", {useNewUrlParser: true}); // trying to connect to the mongodb, connection string should be right, otherwise game will not work currectly

// this is for creating a cheme with the mongodb format

var wordSchema = new mongoose.Schema({

word: {

type: String,

required: true

}

});

// this is inserting a new collection with the desired name to the mongodb

var Words = mongoose.model("words", wordSchema);

// var words = ['apple', 'car', 'helicopter', 'labtop', 'pc', 'phone', 'human', 'monkey', 'cat', 'world', 'grass', 'champion', 'dog', 'carpet', 'worm', 'movie', 'war', 'son', 'sister', 'cousin', 'leg', 'zombie', 'ant', 'superman', 'dead', 'home', 'travel', 'dog', 'enemy', 'game', 'doughter', 'banana', 'motorcycle', 'tank', 'marry', 'microphone', 'dress', 'tail', 'table', 'television', 'shop', 'ring', 'ocean', 'deep', 'bird', 'cocroach', 'race', 'naked'];

var words = ['ماشین', 'خانه', 'زمین', 'میز', 'در', 'صندلی', 'بد', 'مادر', 'پدر', 'عمو', 'پسرخاله', 'خورشید', 'کتاب', 'کشور', 'روح', 'لپتاپ', 'کیبورد', 'موبایل', 'نقاشی', 'اتشنشان', 'قهوه', 'هدفون', 'لیوان چای', 'کت شلوار', 'ترس', 'دروغگو', 'پولدار', 'جادوگر', 'مهندس', 'دانشگاه', 'مدرسه', 'پروانه', 'اخوندک', 'سوسک', 'مورچه', 'فیل', 'شتر', 'پلنگ', 'صحرا', 'دریا', 'رودخانه', 'چاقو', 'جنگ', 'تانک', 'شهر', 'تهران', 'اصفحان', 'امریکا', 'سامسونگ', 'اژدها', 'چین', 'قاتل', 'مامور', 'ماشین پلیس', 'همسایه', 'پسر', 'دختر', 'بچه', 'نگرانی', 'ساعت', 'مرز', 'برج', 'مثلث', 'کامپیوتر', 'دفتر خاطرات', 'سوپرمن', 'مرد عنکبوتی', 'برق', 'بتمن', 'سیب'];

// this will populate the collection in mongo db with the data we want

async function startSeed() {

for (var i = 0; i < words.length; i++) {

var doc = await Words({word: words[i]}).save();

console.log(doc);

}

console.log("succesfull write");

}

startSeed();

کدهای صفحه ی server.js:

/\*

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// here we add the code needed for this page

const {roomSelector, addToJoinedRoom, getInitPack} = require('./utils/functions');

const {Player} = require('./utils/player');

const {rooms} = require('./utils/room');

// here be add the libraries needed

const http = require('http');

const socketIO = require('socket.io'); // for socket.io we need to do an npm install socket.io on the therminal as well

const port = process.env.PORT || 2000; // here we assign the environment default port and the debug 2000 port

var server = http.createServer(); // here we set the server up

io = socketIO(server); // here we set the socket.io up over the http server

// defining global variables

SOCKET\_LIST = [];

var lastChatNames = [];

server.listen(port, () => { // here we listen if the server staerted so we log it

console.log(`Server is up on port ${port}`);

})

// socket.io default and main socket listening (connection) witch should be there in orther to make the socket connection work

io.on('connection', (socket) => {

console.log('someone connected.');

SOCKET\_LIST[socket.id] = socket;

let player;

socket.on('join', (data) => { // we listen to the join line and we do some call back with its data

var letters = /^[A-Za-z]+$/; // these are for validationg

if(data.state === 'guest') { // if joining as guest (we only accept guests now)

if(data.name.match(letters) && data.name != '' && data.name.length <= 10 && data.name.length >= 1 && data.name.includes('>') === false && data.name.includes('<') === false && data.name.includes('/') === false && data.name.includes('/') === false && data.name.includes('\\') === false && data.name.includes('#') === false && !/\s/.test(data.name)) {

player = new Player(socket.id, data.name, data.avatar, roomSelector());

addToJoinedRoom(player);

socket.join(player.roomId);

socket.emit('init', {id: socket.id, pack: getInitPack(player.roomId)});

socket.broadcast.to(player.roomId).emit('newPlayer', {id: player.id});

} else {

socket.disconnect();

return;

}

}

else if(data.state === 'player') { // if state is signed in player

socket.disconnect();

return;

} else { // if join data is not valid or handled

socket.disconnect();

return;

}

});

// this will listen to the copy of the current drawing sent by the drawer

socket.on('copyForNewPlayer', (data) => {

if(rooms.find(x => x.id === player.roomId).whosTurn === player.id) {

if(SOCKET\_LIST[data.id])

SOCKET\_LIST[data.id].emit('copyOfCurrentDraw', {pathsCopy: data.pathsCopy, timeLeft: data.timeLeft});

}

});

// listen whenever mouse is pressed

socket.on('mousePressed', () => {

if(player.allowDraw === true)

io.to(player.roomId).emit('newDraw');

});

// listen whenever mouse is hold

socket.on('holdingDown', (data) => {

if(player.allowDraw === true)

io.to(player.roomId).emit('draw', data);

});

// listen whenever player uses erase tool

socket.on('delete', () => {

if(player.allowDraw === true)

io.to(player.roomId).emit('erase');

});

// listens to the player word choice and set it

socket.on('chooseWord', (data) => {

console.log('chooseWord');

var room = rooms.find(x => x.id === player.roomId);

if(room.whosTurn === player.id) {

room.wordChosen(player.id, data.word);

}

});

// listens whenever someone chat or guess

socket.on('guess', (data) => {

if(player.spammer === true) {

console.log('SPAMMMERR');

socket.emit('mute');

return;

} else if(data.guess.trim() != '' && data.guess.length <= 100 && data.guess.includes('>') === false && data.guess.includes('<') === false && data.guess.includes('/') === false && data.guess.includes('/') === false && data.guess.includes('\\') === false && data.guess.includes('#') === false) {

rooms.find(x => x.id === player.roomId).guessed(player, data.guess.toLowerCase());

}

lastChatNames.push(player.id);

if(lastChatNames.length >= 5) {

if(lastChatNames.every( ch => ch === lastChatNames[0] )) {

player.spammed();

lastChatNames = [];

} else {

lastChatNames = [];

}

}

});

// listens to the vote kick from the client

socket.on('voteKick', () => {

rooms.find(x => x.id === player.roomId).votedForKick(player);

});

// happens whenever client tries to know the length of the players on the server not the players on the room (this is for debugging for the developer)

socket.on('needLog', (data) => {

socket.emit('logResault', {players: players.length});

});

// this will happen whenever someone disconnects under any sircumstances, this is a default socket.io line

socket.on('disconnect', () => {

console.log('someone disconnected.');

if(!player) {

delete SOCKET\_LIST[socket.id];

return;

}

// save the id before deleting

var leaverId = player.id;

// delete socket from socketlist

delete SOCKET\_LIST[socket.id];

// delete player from room

var theRoom = rooms.find(x => x.id === player.roomId);

theRoom.onlinePlayers.splice(theRoom.onlinePlayers.findIndex(x => x.id === leaverId), 1);

// find the empty room and delete it

var emptyRoomIndex = rooms.findIndex(x => x.onlinePlayers.length < 1);

// delete rooms[theRoom.id];

theRoom.someoneLeaved(leaverId);

if(emptyRoomIndex !== -1) {

theRoom.clearAllTimouts(); // we clear All imeouts first

rooms.splice(emptyRoomIndex, 1);

console.log('empty room deleted');

}

theRoom = {}; // avoid timout duplicates to stay on, we clear the refrence

});

});

// we delete the room by force from the sever, cause deleting the room is a bit tricky when we have alot of instances of it hanging around

forceDeleteRoom = () => {

console.log('chooseWhosTurn');

for(var i in rooms) {

if(rooms[i].onlinePlayers.length <= 0) {

try{

rooms.splice(i, 1);

} catch (exception) {

console.log('could not force players to disconnect');

}

}

}

}

جمع بندی:

این بازی در حال حاضی به طور کامل (کد ها در بالا آورده شده) آماده ی قرار گرفتن در Googleplay, Appstore, Iogames.space و وبسایت ها و اپلیکیشن مارکت های محتلف است.

در طول ساخت این بازی بنده با یافتن الگوریتم اصلی بازی بنده از اینپس به روشی راحت جهت ساخت بازی های کلمه ای و بازی های کارتی و پازلی دست یافته ام که به من کمک خواهد کرد که بازی بعدی به این سبک را به سریعتری روش ممکن بنویسم.

من تاکنون بازی های زیادی از جمله pury.space, ufowars.io, spermer.io, lastwar.xyz, karrar mbt ساخته اک که هیچکدام بازی با کلمات نبوده و تنها بازی ای که در آن از game engine استفاده شده karrar mbt است, با ایناوصاف ازین به بعد بازی kalamebaz نیز به لیست بازی های من اضافه شده, تا بع قبل از این بنده الگوریتم Distinct road generator را طراحی کرده بودم تا با استفاده از نویز ها و random ها بتوانم مسیرهای مسابقه ای طراحی کنم و حال الگوریتمی جدید برای بازی های کلمه ای جایگزین loop اصلی بازی دارم.

منابع:

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