ADVANCE

VALET PARKING

INSTRUCTIONS:

Goal of the Project:

In Class 85, you learned to handle the arrow key events and how to move an object on a canvas.

In this project, you are going to apply what you have learned in Class 85 to create a Valet Parking canvas.

Story:

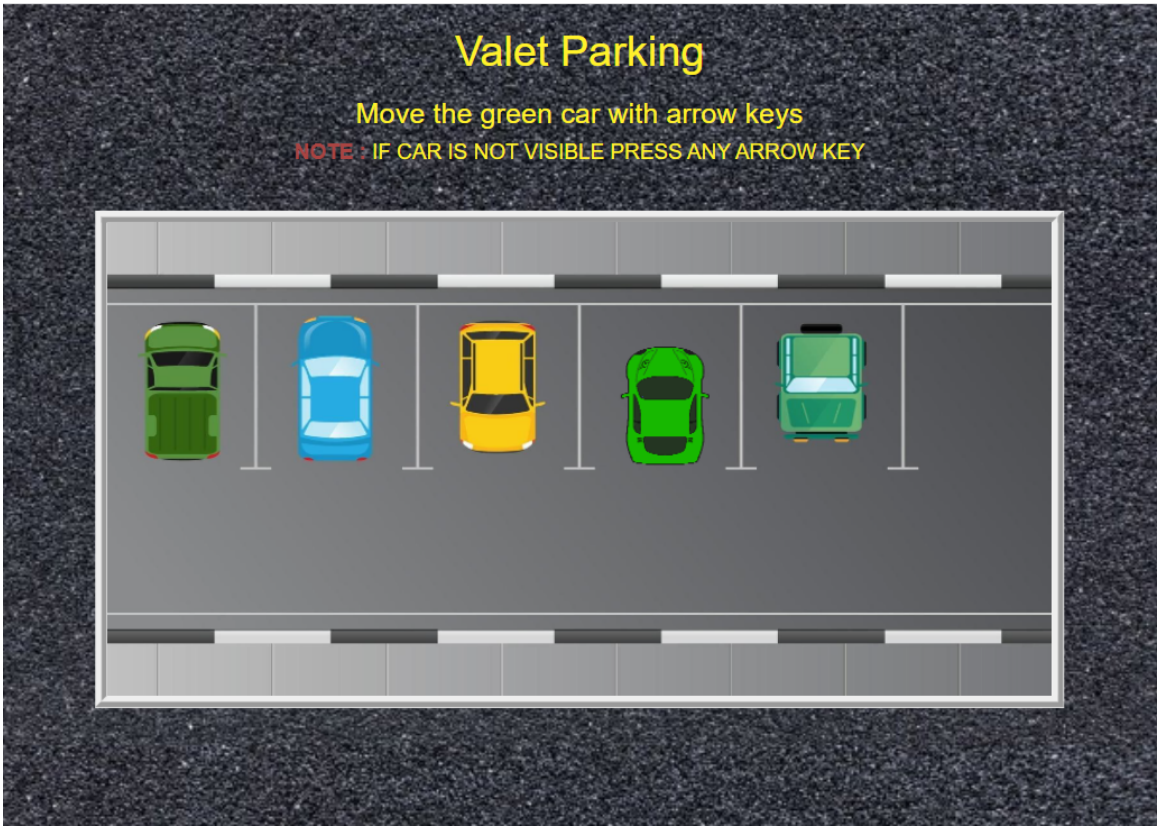
Annie is just seven years old and is interested in cars. Annie's brother has promised to create a Valet Parking game for her. Can you help Annie's brother achieve his goal with the help of the arrow keys?

Click here to see the output video.

ASCII Value	Category
37	Left Arrow
38	Up Arrow
39	Right Arrow
40	Down Arrow

ADVANCE

VALET PARKING



***This is just for your reference. We expect you to apply your own creativity to the project.**

Getting Started:

1. Click on the **Project Template**.
2. **Unzip** the downloaded zipped **Project Template** folder.
3. Rename the unzipped folder as **Project 85.**
4. **Import** this folder into **VS Code**.
5. Start making changes.

ADVANCE

VALET PARKING

Specific Tasks to Complete the Project:

1. Create a canvas element in the **index.html** file.

```
<canvas id="myCanvas" width="800" height="400"> </canvas>
```

2. Create a reference for canvas in the **main.js** file.

```
canvas = document.getElementById('myCanvas');
ctx = canvas.getContext("2d");
```

4. Give a specific height and width to the car image.

```
greencar_width = 75;
greencar_height = 100;
```

5. Set initial position for a car image.

```
greencar_x = 5;
greencar_y= 225;
```

6. Use the '**add()**' function to upload car, and background images on the canvas.

```
function add() {
    background_imgTag = new Image();
    background_imgTag.onload = uploadBackground;
    background_imgTag.src = background_image;

    greencar_imgTag = new Image();
    greencar_imgTag.onload = uploadgreencar;
    greencar_imgTag.src = greencar_image;
}
```

7. Define the '**uploadBackground**' and '**uploadgreencar**' functions.

```
function uploadBackground() {
    ctx.drawImage(background_imgTag, 0, 0, canvas.width, canvas.height);
}

function uploadgreencar() {
    ctx.drawImage(greencar_imgTag, greencar_x,greencar_y, greencar_width, greencar_height);

}
```

8. Define the '**up**', '**down**', '**right**', and '**left**' functions to move the car inside the canvas.

```
function up()
{
    if(greencar_y >=0)
    {
        greencar_y = greencar_y - 10;
        console.log("When up arrow is pressed,  x = " + greencar_x + " | y = " +greencar_y);
        uploadBackground();
        uploadgreencar();

    }
}
```

Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click "**Go-Live**", to check if it is working.
3. To host your code as a website, follow the instructions given in this document.
4. Once you have hosted the website, copy the **GitHub** link and submit it on the **Student Dashboard > Projects** panel against the correct Class Number.

ADVANCE

VALET PARKING

Hints:

1. Add an event listener for keydown.

```
window.addEventListener("keydown", my_keydown);
```

2. Log the output on the console using **console.log()**.

3. The **my_keydown(e)** function shown below with the **if-else** condition, will help to check the ASCII values.

```
function my_keydown(e)
{
    keyPressed = e.keyCode;
    console.log(keyPressed);
        if(keyPressed == '38')
        {
            up();
            console.log("up");
        }
```

REMEMBER... Try your best, that's more important than being correct.
After submitting your project, the teacher will give you feedback on your project work.

———— XXX ———— XXX ———— XXX ———— XXX ———— XXX ————