

SOEN 287

Tutorial 06 – Canvas Game

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Canvas - Paths

```
<!DOCTYPE html>
<html>
<body>
<canvas id="myCanvas" width="200" height="100" style="border:1px solid #d3d3d3;">
</canvas>
<script>
  var c = document.getElementById("myCanvas");
  var ctx = c.getContext("2d");
  ctx.moveTo(0,0);
  ctx.lineTo(200,100);
  ctx.stroke();
</script>
</body>
</html>
```



Canvas - Text

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<canvas id="myCanvas" width="200" height="100" style="border:1px solid #d3d3d3;"></canvas>
```

```
<script>
```

```
var c = document.getElementById("myCanvas");
```

```
var ctx = c.getContext("2d");
```

```
ctx.font = "30px Arial";
```

```
ctx.fillText("Hello World",10,50);
```

```
</script>
```

```
</body>
```

```
</html>
```



Hello World

Canvas- Game

Finish functions of the game

- 1) Create the canvas
- 2) Reset function
- 3) Draw text on the canvas to record the score

