**Pakdam Pakdai (Sleeping Incident) Version**

**STORYLINE**

**You are one of a member of a group of Russian scientists who are doing certain experiment on controlling the sleep of a person. You and your team tested this on prisioners but instead of controlling sleep they became zombies. The SWAT Team handled the situation but one manages to escape and is behind you. You called for help but couldn’t because of certain error. Then You remember the protocol that you cannot go near city. So, u run towards the isolated Arctic area.**

**IMPORTANT THINGS TO DO**

* **Create A Story Line And how to play screen first.**
* **Then main screen.**
* **Create Zombie, Player i.e. you, winter bg, ground, obstacles like snow man.**
* **Give every one a velocity+press right arrow key to move fast.**
* **As prayer collides to zombie or cactus he will die.**
* **Add your WaterMark to your game.**

**SOME IMPORTANT CODES**

* **Form.js**

class Form {

  constructor() {

*this*.input = createInput("").attribute("placeholder", "Enter your name");

*this*.playButton = createButton("Play");

*this*.titleImg = createImg("./assets/title.png", "game title");

*this*.greeting = createElement("h2");

  }

  setElementsPosition() {

*this*.titleImg.position(120, 90);

*this*.input.position(width / 2 - 110, height / 2 - 80);

*this*.playButton.position(width / 2 - 90, height / 2 - 20);

*this*.greeting.position(width / 2 - 300, height / 2 - 100);

  }

  setElementsStyle() {

*this*.titleImg.class("gameTitle");

*this*.input.class("customInput");

*this*.playButton.class("customButton");

*this*.greeting.class("greeting");

  }

  hide() {

*this*.greeting.hide();

*this*.playButton.hide();

*this*.input.hide();

  }

  handleMousePressed() {

*this*.playButton.mousePressed(() => {

*this*.input.hide();

*this*.playButton.hide();

      var message = `

      Hello ${*this*.input.value()}

      </br>wait for another player to join...`;

*this*.greeting.html(message);

      playerCount += 1;

      player.name = *this*.input.value();

      player.index = playerCount;

      player.addPlayer();

      player.updateCount(playerCount);

      player.getDistance();

    });

  }

  display() {

*this*.setElementsPosition();

*this*.setElementsStyle();

*this*.handleMousePressed();

  }

}

* **Style.css**

html, body {

  margin: 0;

  height: 100%;

  overflow: hidden;

}

@font-face {

  font-family: vollkorn;

  src: url(*./assets/Vollkorn-Bold.ttf*);

}

canvas {

  display: block;

}

*.gameTitle*{

  width: 85%;

  height: 160px;

}

*.gameTitleAfterEffect*{

  width: 25%;

  height: 80px;

}

*.greeting*{

  font-size: 40px;

  color: white;

  font-family: vollkorn;

  text-align: center;

}

*.customInput* {

  width:200px;

  height:30px;

  border: 3px solid white;

  border-radius: 5px;

  padding: 5px;

  background-color:transparent;

  font-size: 20px;

  outline:none;

  color:white;

  font-family: vollkorn;

  text-align: center;

}

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

  color: white;

  opacity: 0.5; /\* Firefox \*/

}

*.customButton* {

  width:180px;

  height:50px;

  background-color: #fea834;

  border: 3px solid white;

  color: #FFFF;

  font-weight:bold;

  border-radius: 10px;

  margin-bottom:100px;

  text-align: center;

  text-decoration: none;

  display: inline-block;

  font-size: 16px;

  font-family: vollkorn;

  margin: 4px 2px;

  cursor: pointer;

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

  transition-duration: 0.4s;

  outline: none;

}

*.resetButton* {

  width:60px;

  height:60px;

  background-image: url('./assets/reset.png');

  background-size: cover;

  border-radius: 30px;

  display: inline-block;

  cursor: pointer;

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

  transition-duration: 0.4s;

  outline: none;

}

*.resetText*{

  font-size: 25px;

  color: white;

  font-family: vollkorn;

  text-align: center;

  text-shadow: -1px 1px 0 #ff1744,

                1px 1px 0 #ff1744,

                1px -1px 0 #ff1744,

                -1px -1px 0 #ff1744;

}

*.leadersText*{

  font-size: 20px;

  color: white;

  font-family: vollkorn;

  text-align: center;

}

* **handleResetButton()**

handleResetButton() {

*this*.resetButton.mousePressed(() => {

      database.ref("/").set({

        carsAtEnd: 0,

        playerCount: 0,

        gameState: 0,

        palyers: {}

      });

      window.location.reload();

    });

  }