BALL GAME

<!DOCTYPE html>

<head>

<title>

hit game

</title>

<style>

canvas {background: #eee;}

</style>

</head>

<body bgcolor="">

<canvas id="myCanvas" width="480" height="320"></canvas>

<script>

var canvas = document.getElementById("myCanvas");

var ctx = canvas.getContext("2d");

var ballRadius = 10;

var x = canvas.width/2;

var y = canvas.height-30;

var dx = 2;

var dy = -2;

var paddleHeight = 10;

var paddleWidth = 75;

var paddleX = (canvas.width-paddleWidth)/2;

var rightPressed = false;

var leftPressed = false;

var brickRowCount = 5;

var brickColumnCount = 3;

var brickWidth = 75;

var brickHeight = 20;

var brickPadding = 10;

var brickOffsetTop = 30;

var brickOffsetLeft = 30;

var score = 0;

var lives = 3;

var bricks = [];

for(var c=0; c<brickColumnCount; c++) {

bricks[c] = [];

for(var r=0; r<brickRowCount; r++) {

bricks[c][r] = { x: 0, y: 0, status: 1 };

}

}

document.addEventListener("keydown", keyDownHandler, false);

document.addEventListener("keyup", keyUpHandler, false);

document.addEventListener("mousemove", mouseMoveHandler, false);

function keyDownHandler(e) {

if(e.key == "Right" || e.key == "ArrowRight") {

rightPressed = true;

}

else if(e.key == "Left" || e.key == "ArrowLeft") {

leftPressed = true;

}

}

function keyUpHandler(e) {

if(e.key == "Right" || e.key == "ArrowRight") {

rightPressed = false;

}

else if(e.key == "Left" || e.key == "ArrowLeft") {

leftPressed = false;

}

}

function mouseMoveHandler(e) {

var relativeX = e.clientX - canvas.offsetLeft;

if(relativeX > 0 && relativeX < canvas.width) {

paddleX = relativeX - paddleWidth/2;

}

}

function collisionDetection() {

for(var c=0; c<brickColumnCount; c++) {

for(var r=0; r<brickRowCount; r++) {

var b = bricks[c][r];

if(b.status == 1) {

if(x > b.x && x < b.x+brickWidth && y > b.y && y < b.y+brickHeight) {

dy = -dy;

b.status = 0;

score++;

if(score == brickRowCount\*brickColumnCount) {

alert("YOU WIN, CONGRATS!");

document.location.reload();

}

}

}

}

}

}

function drawBall() {

ctx.beginPath();

ctx.arc(x, y, ballRadius, 0, Math.PI\*2);

ctx.fillStyle = "red";

ctx.fill();

ctx.closePath();

}

function drawPaddle() {

ctx.beginPath();

ctx.rect(paddleX, canvas.height-paddleHeight, paddleWidth, paddleHeight);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

function drawBricks() {

for(var c=0; c<brickColumnCount; c++) {

for(var r=0; r<brickRowCount; r++) {

if(bricks[c][r].status == 1) {

var brickX = (r\*(brickWidth+brickPadding))+brickOffsetLeft;

var brickY = (c\*(brickHeight+brickPadding))+brickOffsetTop;

bricks[c][r].x = brickX;

bricks[c][r].y = brickY;

ctx.beginPath();

ctx.rect(brickX, brickY, brickWidth, brickHeight);

ctx.fillStyle = "green";

ctx.fill();

ctx.closePath();

}

}

}

}

function drawScore() {

ctx.font = "16px Arial";

ctx.fillStyle = "#0095DD";

ctx.fillText("Score: "+score, 8, 20);

}

function drawLives() {

ctx.font = "16px Arial";

ctx.fillStyle = "#0095DD";

ctx.fillText("Lives: "+lives, canvas.width-65, 20);

}

function draw() {

ctx.clearRect(0, 0, canvas.width, canvas.height);

drawBricks();

drawBall();

drawPaddle();

drawScore();

drawLives();

collisionDetection();

if(x + dx > canvas.width-ballRadius || x + dx < ballRadius) {

dx = -dx;

}

if(y + dy < ballRadius) {

dy = -dy;

}

else if(y + dy > canvas.height-ballRadius) {

if(x > paddleX && x < paddleX + paddleWidth) {

dy = -dy;

}

else {

lives--;

if(!lives) {

alert("GAME OVER");

document.location.reload();

}

else {

x = canvas.width/2;

y = canvas.height-30;

dx = 3;

dy = -3;

paddleX = (canvas.width-paddleWidth)/2;

}

}

}

if(rightPressed && paddleX < canvas.width-paddleWidth) {

paddleX += 7;

}

else if(leftPressed && paddleX > 0) {

paddleX -= 7;

}

x += dx;

y += dy;

requestAnimationFrame(draw);

}

draw();

</script>

</body>