- **Keys used in the game -**

  - When we press the keyboard key **t,** it will draw the **trunk** image block on the canvas
  - When we press the keyboard key **d,** it will draw the **dark green** image block on the canvas
  - When we press the keyboard key **l,** it will draw the **light green** image block on the canvas
  - When we press the keyboard key **g,** it will draw the **ground** image block on the canvas
  - When we press the keyboard key **w,** it will draw the **wall** image block on the canvas
  - When we press the keyboard key **y,** it will draw the **yellow color wall** image block on the canvas
  - When we press the keyboard key **r,** it will draw the **roof** image block on the canvas
  - When we press the keyboard key **c,** it will draw the **cloud** image block on the canvas
  - When we press the keyboard key **u,** it will draw the **unique** image block on the canvas and can be used to build anything as per our imagination.
  - When we press the keyboard key **shift** and **p** together and then press any keyboard key from above, the size of the block gets increased. Also, show that the Current Width label and Current Height label also increases
  - When we press the keyboard key **shift** and **m** together and then press any keyboard key from above, the size of the block gets decreased. Also, show that the Current Width label and Current Height label also decreased

- List of Characters and it's ASCII values

Key's	ASCII Value
a	65
b	66
c	67
d	68
e	69
f	70
g	71
h	72
i	73
j	74
k	75
l	76
m	77
n	78
o	79
p	80
q	81
r	82
s	83
t	84

u	85
v	86
w	87
x	88
y	89
z	90
Up	38
Down	40
Left	37
Right	39
Alt	18
Ctl	91
Esc	27

- **Code for check which key pressed -**

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

function my_keydown(e)
{
keyPressed = e.keyCode;
console.log(keyPressed);
if(e.shiftKey == true && keyPressed == '80')
{
    console.log("p and shift pressed together");
    block_image_width = block_image_width + 10;
    block_image_height = block_image_height + 10;
    document.getElementById("current_width").innerHTML = block_image_width;
    document.getElementById("current_height").innerHTML = block_image_height;
}
if(e.shiftKey && keyPressed == '77')
{
    console.log("m and shift pressed together");
    block_image_width = block_image_width - 10;
    block_image_height = block_image_height - 10;
    document.getElementById("current_width").innerHTML = block_image_width;
    document.getElementById("current_height").innerHTML = block_image_height;
}

    if(keyPressed == '38')
    {
        up();
        console.log("up");
    }
    if(keyPressed == '40')
    {
        down();
        console.log("down");
    }
    if(keyPressed == '37')
    {
        left();
        console.log("left");
    }
```

```
}
if(keyPressed == '39')
{
    right();
    console.log("right");
}
if(keyPressed == '87')
{
    new_image('wall.jpg');
    console.log("w");
}
if(keyPressed == '71')
{
    new_image('ground.png');
    console.log("g");
}
if(keyPressed == '76')
{
    new_image('light_green.png');
    console.log("l");
}
if(keyPressed == '84')
{
    new_image('trunk.jpg');
    console.log("t");
}
if(keyPressed == '82')
{
    new_image('roof.jpg');
    console.log("r");
}
if(keyPressed == '89')
{
    new_image('yellow_wall.png');
    console.log("y");
}
if(keyPressed == '68')
{
    new_image('dark_green.png');
    console.log("d");
}
```

```
if(keyPressed == '85')
{
    new_image('different.png');
    console.log("u");
}
if(keyPressed == '67')
{
    new_image('cloud.jpg');
    console.log("c");
}
```

- **Keydown addEventListener**

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

keydown event means - whenever a key is pressed this event will get executed and call **my_keydown** function which we have defined.

The above code means -
window means the whole screen, a **keydown** event is listening that if any key is pressed then **my_keydown** function will get executed.

Output -

```
console.log(keyPressed);
if(e.shiftKey == true && keyPressed == '80')
{
    console.log("p and shift pressed together");
    block_image_width = block_image_width + 10;
    block_image_height = block_image_height + 10;
    document.getElementById("current_width").innerHTML = block_image_width;
    document.getElementById("current_height").innerHTML = block_image_height;
}
if(e.shiftKey && keyPressed == '77')
{
    console.log("m and shift pressed together");
    block_image_width = block_image_width - 10;
    block_image_height = block_image_height - 10;
    document.getElementById("current_width").innerHTML = block_image_width;
    document.getElementById("current_height").innerHTML = block_image_height;
}
```

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Current Width = 30 Current Height = 30