// Variables

var k1 = "f";

var k2 = "j";

var k1p = "d";

var k2p = "k";

var left\_powered = false;

var right\_powered = false;

var defaultBallSpeed = 60;

var ballSpeed = defaultBallSpeed;

var left\_score = 0;

var right\_score = 0;

var defaultBallJump = 300;

var ballJumpForce = defaultBallJump;

var left\_paddle = add([

sprite("paddle\_0"), // Draw paddle

area(vec2(0, -8), vec2(8, 8)), // Collision

pos(8, height() / 2), // Positioning

origin("left"),

body(), // Makes it so that we can jump

"paddle"

]);

var right\_paddle = add([

sprite("paddle\_0"),

area(vec2(8, -8), vec2(0, 8)),

pos(width() - 8, height() / 2),

scale(-1),

origin("left"),

body(),

"paddle"

]);

var ball = add([

sprite("ball\_0"),

pos(width() / 2, height() / 2),

origin("center"),

body()

]);

var floor = add([

area(vec2(0, height() + 1000), vec2(width(), height())),

origin("center"),

solid(), // Make it collidable

"floor"

]);

{"fullscreen":true,"width":240,"height":240,"scale":4,"startScene":"main","version":"0.2.0"}

<!DOCTYPE html>

<html>

<head>

<title>kaboom</title>

<meta charset="utf-8">

<style>

\* {

margin: 0;

}

html,

body {

width: 100%;

height: 100%;

overflow: hidden;

}

canvas {

display: block;

}

</style>

</head>

<body>

<script src="https://kaboomjs.com/lib/0.2.0/kaboom.js"></script>

<script>

kaboom.global();

init({

...{"fullscreen":true,"width":240,"height":240,"scale":4,"startScene":"main","version":"0.2.0"},

clearColor: undefined

});

loadSprite("ball\_0", "sprites/ball\_0.png");

loadSprite("ball\_1", "sprites/ball\_1.png");

loadSprite("paddle\_0", "sprites/paddle\_0.png");

loadSprite("paddle\_1", "sprites/paddle\_1.png");

loadSound("jsfxr\_ballbounce", "sounds/jsfxr\_ballbounce.wav");

loadSound("jsfxr\_ballhit", "sounds/jsfxr\_ballhit.wav");

loadSound("jsfxr\_powerup", "sounds/jsfxr\_powerup.wav");

loadSound("jsfxr\_youscored", "sounds/jsfxr\_youscored.wav");

scene("main", (args = {}) => {

// Variables

var k1 = "f";

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var defaultBallSpeed = 60;

var ballSpeed = defaultBallSpeed;

var left\_score = 0;

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var ballJumpForce = defaultBallJump;

var left\_paddle = add([

sprite("paddle\_0"), // Draw paddle

area(vec2(0, -8), vec2(8, 8)), // Collision

pos(8, height() / 2), // Positioning

origin("left"),

body(), // Makes it so that we can jump

"paddle"

]);

var right\_paddle = add([

sprite("paddle\_0"),

area(vec2(8, -8), vec2(0, 8)),

pos(width() - 8, height() / 2),

scale(-1),

origin("left"),

body(),

"paddle"

]);

var ball = add([

sprite("ball\_0"),

pos(width() / 2, height() / 2),

origin("center"),

body()

]);

var floor = add([

area(vec2(0, height() + 1000), vec2(width(), height())),

origin("center"),

solid(), // Make it collidable

"floor"

]);

var ceiling = add([

area(vec2(0, -100), vec2(width(), 0)),

origin("center"),

solid(), // Make it collidable

"ceiling"

]);

var left\_score\_text = add([

text("0", 8),

origin("center"),

pos(vec2(width() / 2 - 16, 16))

]);

var right\_score\_text = add([

text("0", 8),

origin("center"),

pos(vec2(width() / 2 + 16, 16))

]);

var hint\_text = add([

text("[F / J] = Jump\n[D / K] = Power Hit (-5)", 4),

color(0.3, 0.3, 0.3),

origin("center"),

pos(vec2(width() / 2, height() / 2))

]);

// Functionality

ball.on("update", () => {

ball.move(ballSpeed, 0);

if (ball.pos.x > width()) {

left\_score++;

left\_score\_text.text = left\_score;

ball.pos = vec2(width() / 2, height() / 2);

ballSpeed = defaultBallSpeed;

ball.spriteID = "ball\_0";

play("jsfxr\_youscored");

}

if (ball.pos.x < 0) {

right\_score++;

right\_score\_text.text = right\_score;

ball.pos = vec2(width() / 2, height() / 2);

ballSpeed = defaultBallSpeed;

ball.spriteID = "ball\_0";

play("jsfxr\_youscored");

}

});

ball.collides("paddle", (paddle) => {

ballSpeed \*= -1;

if (paddle == left\_paddle && left\_powered) {

ballSpeed \*= 2;

ball.spriteID = "ball\_1";

left\_powered = false;

left\_paddle.spriteID = "paddle\_0";

}

if (paddle == right\_paddle && right\_powered) {

ballSpeed \*= 2;

ball.spriteID = "ball\_1";

right\_powered = false;

right\_paddle.spriteID = "paddle\_0";

}

var dy = ball.pos.y - paddle.pos.y;

ballJumpForce = Math.abs(dy \* 50);

if (ballJumpForce <= 25) {

ballJumpForce = defaultBallJump;

}

ball.pos.x = paddle.pos.x + Math.sign(ballSpeed) \* 8;

ball.jump(ballJumpForce \* Math.sign(dy));

play("jsfxr\_ballhit");

});

ball.collides("floor", () => {

ball.jump(ballJumpForce);

play("jsfxr\_ballbounce");

});

keyPress(k1, () => {

left\_paddle.jump(300);

if (hint\_text !== undefined) destroy(hint\_text);

});

keyPress(k2, () => {

right\_paddle.jump(300);

if (hint\_text !== undefined) destroy(hint\_text);

});

keyPress(k1p, () => {

if (left\_score >= 5 && !left\_powered) {

left\_score -= 5;

left\_score\_text.text = left\_score;

left\_powered = true;

left\_paddle.spriteID = "paddle\_1";

play("jsfxr\_powerup");

if (hint\_text !== undefined) destroy(hint\_text);

}

});

keyPress(k2p, () => {

if (right\_score >= 5 && !right\_powered) {

right\_score -= 5;

right\_score\_text.text = right\_score;

right\_powered = true;

right\_paddle.spriteID = "paddle\_1";

play("jsfxr\_powerup");

if (hint\_text !== undefined) destroy(hint\_text);

}

});

});

start("main");

</script>

</body>