

## Code done in previous class

```
<body background="background.jpg">
  <center>

    <div class="btn btn-primary heading">
      <h3>AI MARIO GAME </h3>
      <button class="btn btn-primary" data-toggle="modal" data-target="#myModal">Instructions</button>
    </div>

    
    <br><br>
    <button class="btn btn-success" onclick="startGame()" id="start">Play Game</button>
    <br><br>
    <h3 id="status" class="btn btn-warning"></h3>
    <br><br>
    <div id="canvas"></div>
    <div id="game_console"></div>

  </center>
</body>
```

### 1. Add credit section

```
<body background="background.jpg">
  <center>

    <div class="btn btn-primary heading">
      <h3>AI MARIO GAME </h3>
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    </div>

    
    <br><br>
    <button class="btn btn-success" onclick="startGame()" id="start">Play Game</button>
    <br><br>
    <h3 id="status" class="btn btn-warning"></h3>
    <br><br>
    <div id="canvas"></div>
    <div id="game_console"></div>

    <h4>
      | Source Code : <a href="https://github.com/linux">Linux</a> || Game Credit : Mario
    </h4>

  </center>
</body>
```

## Style in style.css

```
h4
{
  background-color: #f5f5f5;
  line-height: 2;
  margin: 0px;
}
```

Output -

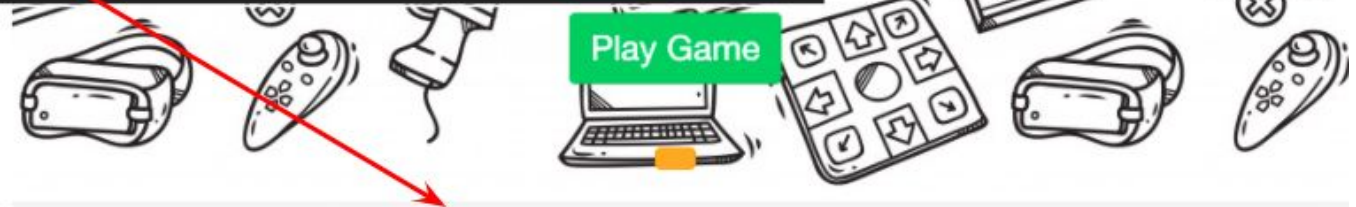
```

<body background="background.jpg">
  <center>
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    <br><br>
    <div id="canvas"></div>
    <div id="game_console"></div>

    <h4>
      Source Code : <a href="https://github.com/linuk">Linuk</a> || Game Credit : Mario
    </h4>
  </center>
</body>

```



Source Code : [Linuk](https://github.com/linuk) || Game Credit : Mario

## 2. Add a main for the modal

```

<body background="background.jpg">
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    <br><br>
    <button class="btn btn-success" onclick="startGame()" id="start">Play Game</button>
    <br><br>
    <h3 id="status" class="btn btn-warning"></h3>
    <br><br>
    <div id="canvas"></div>
    <div id="game_console"></div>
    <h4>Source Code : <a href="https://github.com/linuk">Linuk</a> || Game Credit : Mario</h4>

    <div id="myModal" class="modal fade ">
      </div>
  </center>
</body>

```

## 3. Then add one more div inside the main div of the modal, and give the class modal-dialog.

```

<div id="myModal" class="modal fade ">
  <div class="modal-dialog">
    </div>
</div>

```

We will add style for this modal-dialog in [style.css](#) file

```

.modal-dialog
{
  width: 90%;
}

```

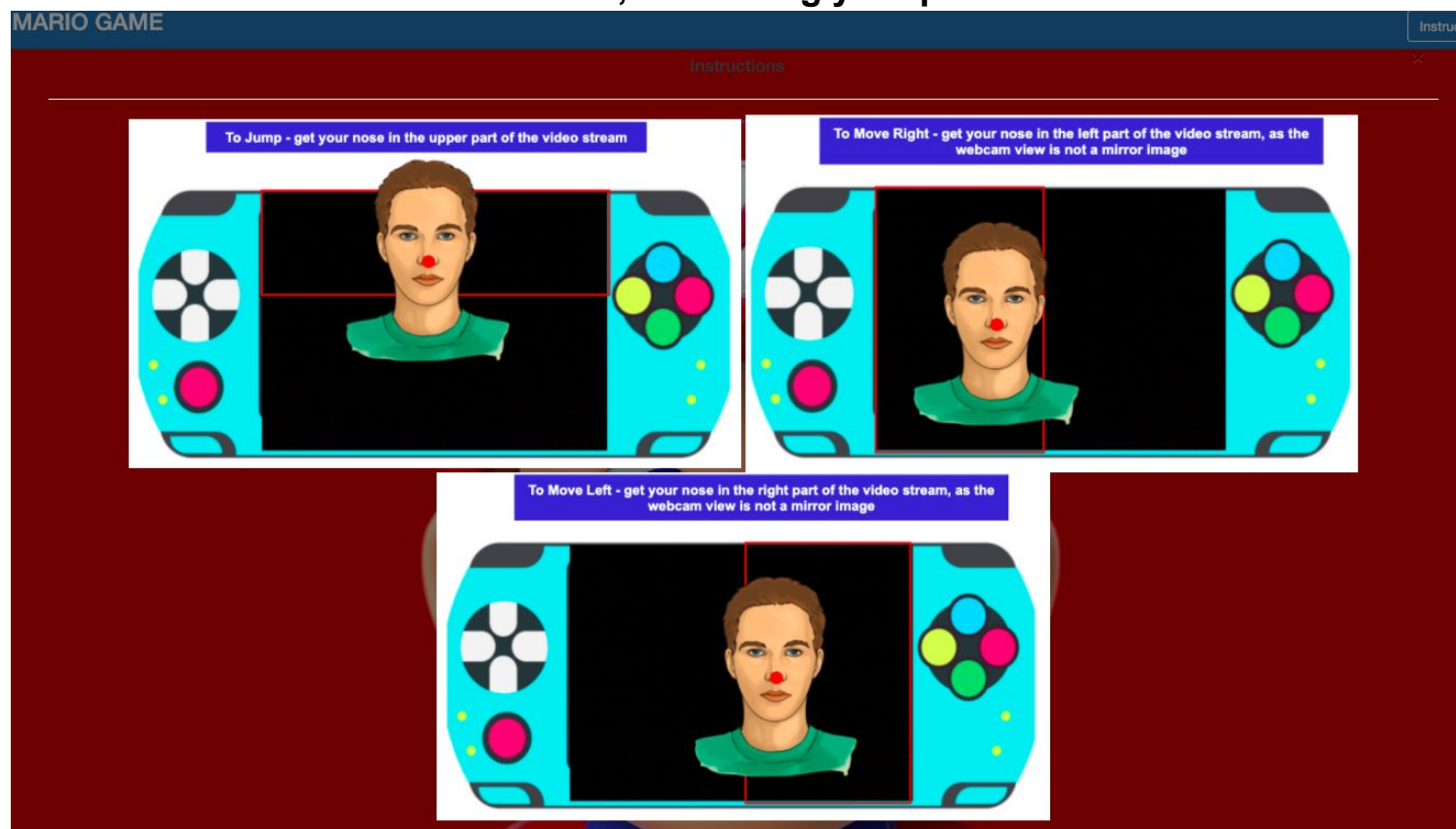
## 4. Then add one more div, and give the class modal-content

```

<div id="myModal" class="modal fade ">
  <div class="modal-dialog" >
    <div class="modal-content">
      </div>
    </div>
  </div>
</div>

```

If we don't add modal-content, then a ugly output will come like this -



- Then add one more div, this div will be used to hold the head part of the modal and give the class modal-header

```

<div id="myModal" class="modal fade ">
  <div class="modal-dialog" >
    <div class="modal-content">
      <div class="modal-header">
        </div>
      </div>
    </div>
  </div>
</div>

```

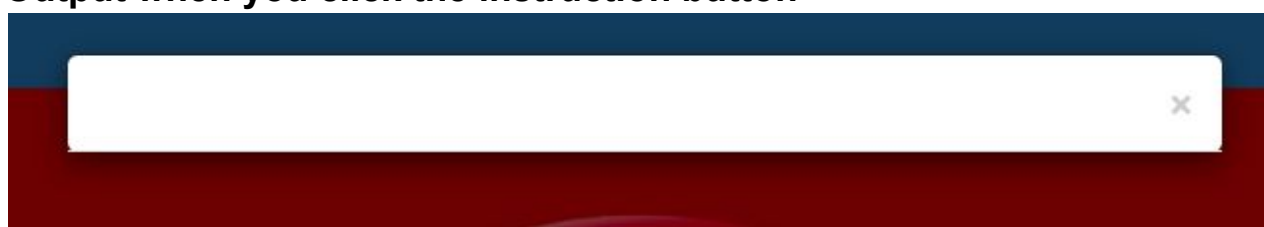
- Inside this div first we will add a cross button( , that will be used to close this modal

```

<div id="myModal" class="modal fade ">
  <div class="modal-dialog" >
    <div class="modal-content">
      <div class="modal-header">
        <button class="close" data-dismiss="modal">&times;</button>
      </div>
    </div>
  </div>
</div>

```

Output when you click the instruction button



- Then we will add h4 tag that will be holding the text of heading which is "instruction"



```

<div id="myModal" class="modal fade ">
  <div class="modal-dialog" >
    <div class="modal-content">
      <div class="modal-header">
        <button class="close" data-dismiss="modal">&times;</button>
        <h4>Instructions</h4>
      </div>
    </div>
  </div>
</div>

```

Output when you click the instruction button



- Then add one more div, this div will be used to hold the body part of the modal and give a class modal-body

```

<div id="myModal" class="modal fade ">
  <div class="modal-dialog" >
    <div class="modal-content">
      <div class="modal-header">
        <button class="close" data-dismiss="modal">&times;</button>
        <h4>Instructions</h4>
      </div>
      <div class="modal-body">
      </div>
    </div>
  </div>
</div>

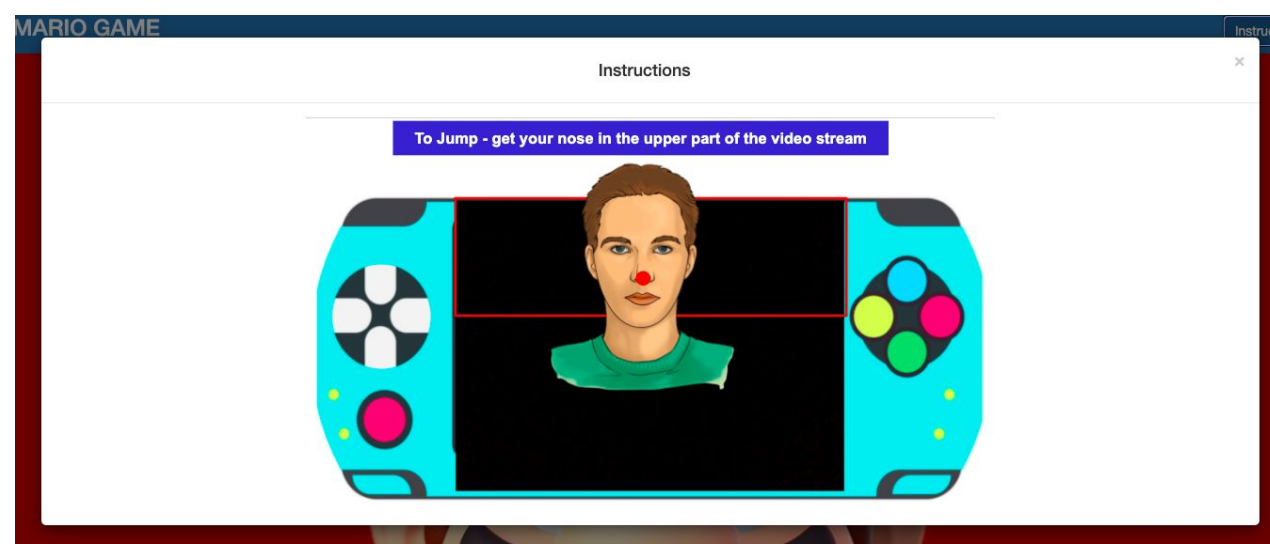
```

1. Add the first instruction image of how to jump.

```

<div id="myModal" class="modal fade ">
  <div class="modal-dialog" >
    <div class="modal-content">
      <div class="modal-header">
        <button class="close" data-dismiss="modal">&times;</button>
        <h4>Instructions</h4>
      </div>
      <div class="modal-body">
        
      </div>
    </div>
  </div>
</div>

```



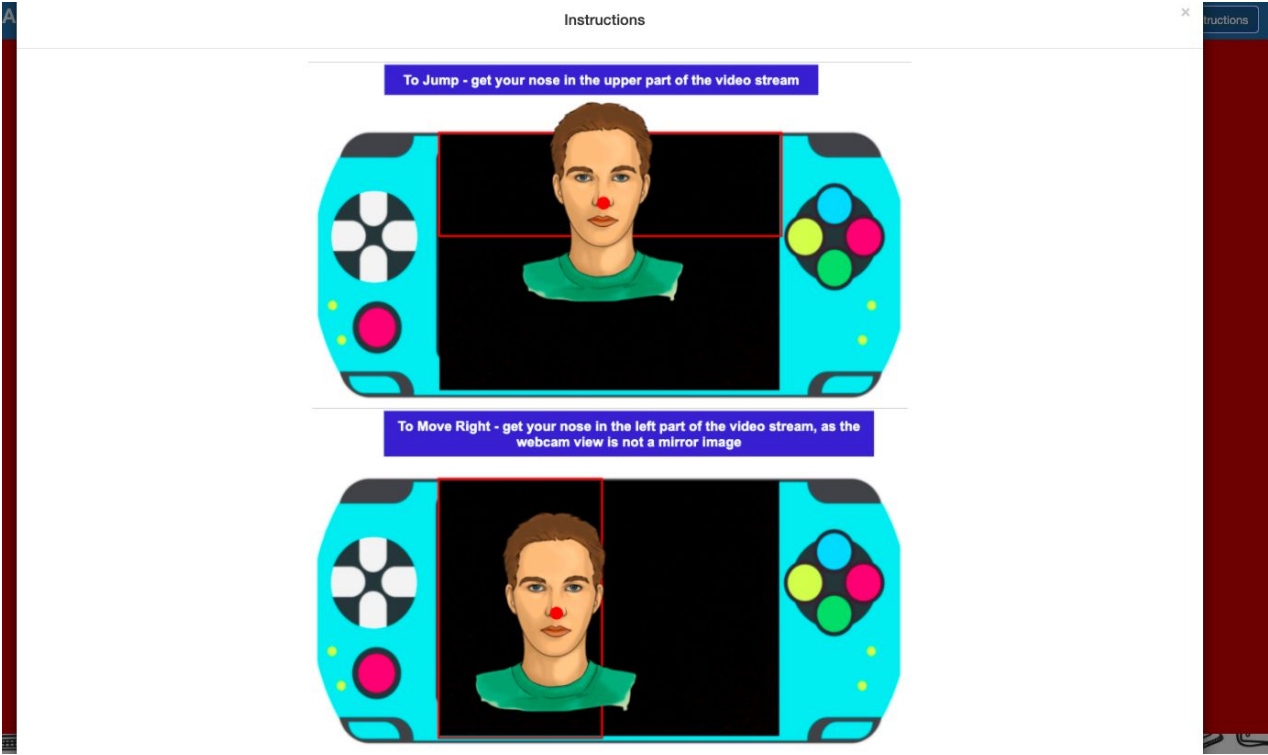
Output -

2. Add the second instruction image of how to move right, and give class as “instruction\_image”

```
<div id="myModal" class="modal fade ">
  <div class="modal-dialog" >
    <div class="modal-content">
      <div class="modal-header">
        <button class="close" data-dismiss="modal">&times;</button>
        <h4>Instructions</h4>
      </div>

      <div class="modal-body">
        
        
      </div>
    </div>
  </div>
</div>
```

Output -

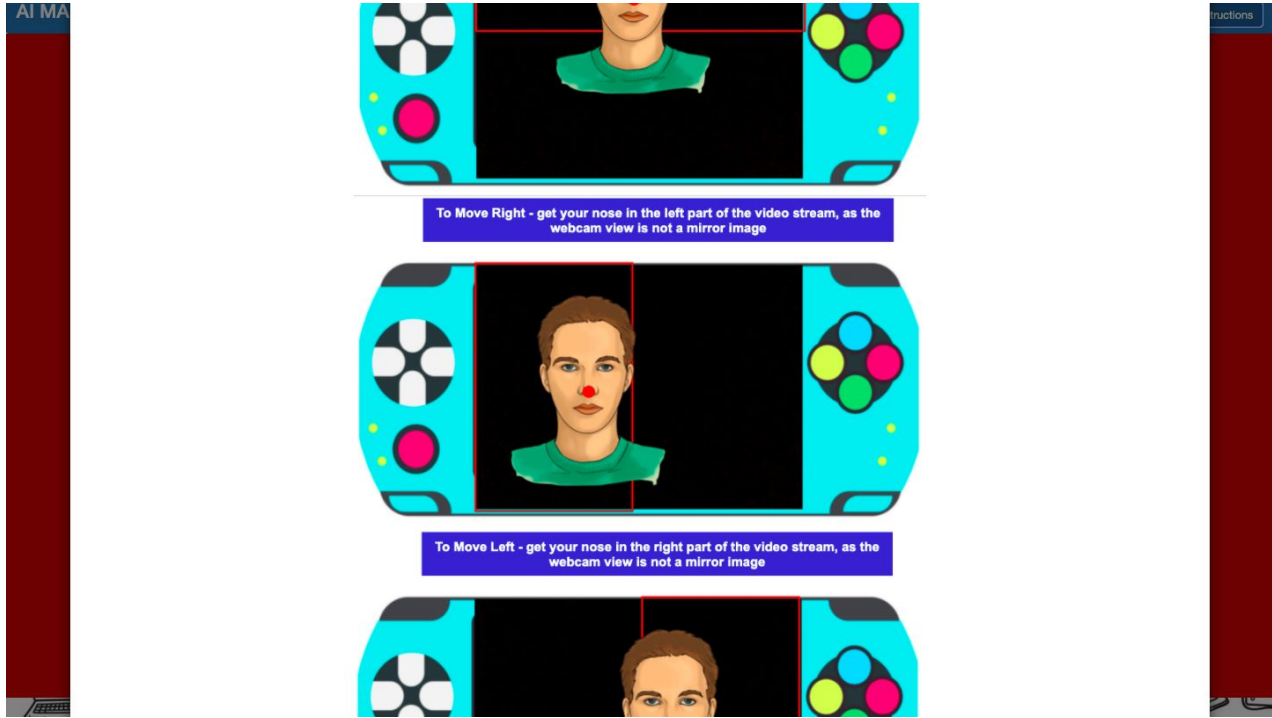


3. Add the third instruction image of how to move right, and give class as “instruction\_image”

```
<div id="myModal" class="modal fade ">
  <div class="modal-dialog" >
    <div class="modal-content">
      <div class="modal-header">
        <button class="close" data-dismiss="modal">&times;</button>
        <h4>Instructions</h4>
      </div>

      <div class="modal-body">
        
        
        
      </div>
    </div>
  </div>
</div>
```

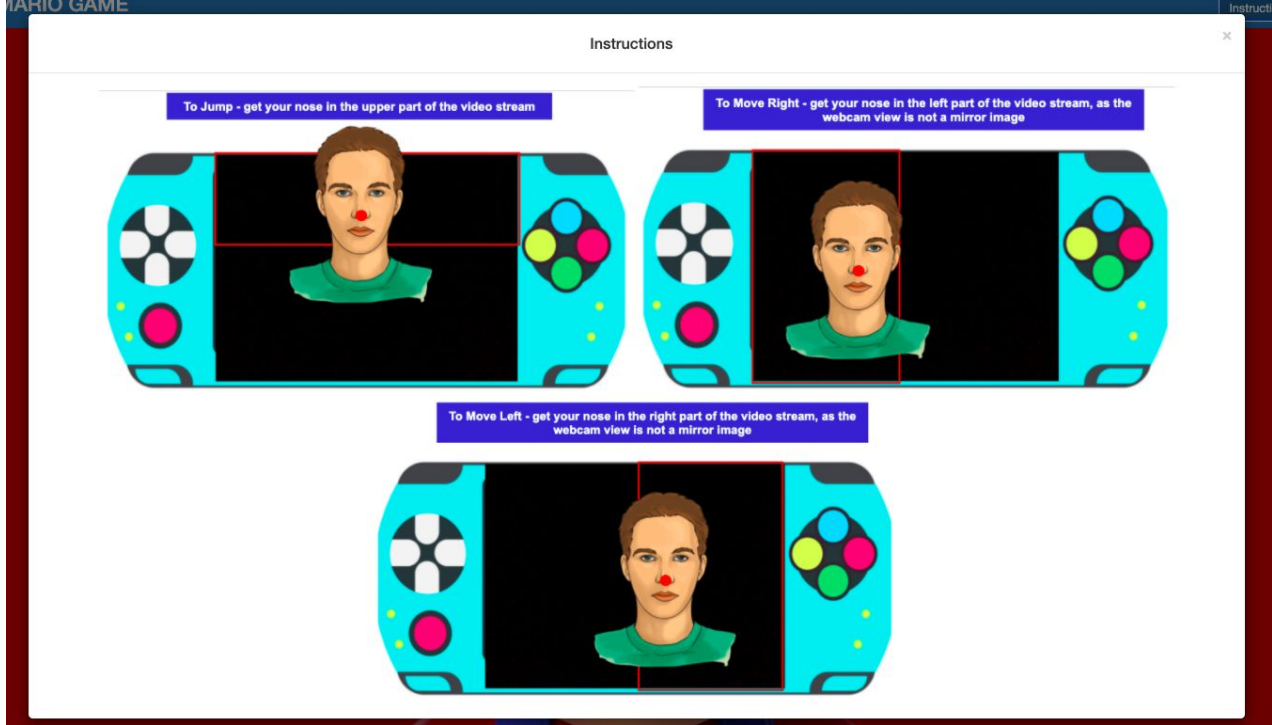
Output -



Give style to this class “instruction\_image” once.

```
.instruction_image
{
  display: inline-block;
  width: 45%;
}
```

Output -



JS code for putting p5.js canvas inside the HTML which we defined in previous class

```
function setup() {
  canvas = createCanvas(1240,336);
  canvas.parent('canvas');

  instializeInSetup(mario);
}
```

HTML div which we defined for holding canvas is inside the center tag



```

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    <button class="btn btn-success" onclick="startGame()" id="start">Play Game</button>
    <br><br>
    <h3 id="status" class="btn btn-warning"></h3>
    <br><br>
    <div id="canvas"></div>
    <div id="game_console"></div>
    <h4>Source Code : <a href="https://github.com/linuk">Linuk</a> || Game Credit : Mario</h4>

    <div id="myModal" class="modal fade ">
      <div class="modal-dialog">
        <div class="modal-content">
          <div class="modal-header">
            <button class="close" data-dismiss="modal">&times;</button>
            <h4>Instructions</h4>
          </div>

          <div class="modal-body">
            
            
            
          </div>
        </div>
      </div>
    </div>
  </center>
</body>

```

Output -

