SHIP MOVEMENT FINAL PROJECT. COPY AND PASTE IF KHAN LINK NOT WORKING

<https://www.khanacademy.org/computer-programming/spaceship_movement/5803913931341824>

var numLasers = 9001;

var life = 5;

background(0, 0, 0);

var drawSpaceShip = function(shipX,shipY, shipH){

noStroke();

//top middle section of spaceship and wings

fill(252, 252, 252);

rect(shipX+(shipH/100\*141),shipY+(shipH/100\*170),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*141),shipY+(shipH/100\*155),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*141),shipY+(shipH/100\*141),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*141),shipY+(shipH/100\*126),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*141),shipY+(shipH/100\*111),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*126),shipY+(shipH/100\*111),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*126),shipY+(shipH/100\*125),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*111),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*111),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*81),shipY+(shipH/100\*111),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*81),shipY+(shipH/100\*125),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*125),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*81),shipY+(shipH/100\*140),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*81),shipY+(shipH/100\*155),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*81),shipY+(shipH/100\*170),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*96),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*81),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*66),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*51),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*170),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*170),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*126),shipY+(shipH/100\*170),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*153),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*161),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*185),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*200),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*96),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*81),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*66),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*51),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*200),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*185),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*126),shipY+(shipH/100\*96),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*126),shipY+(shipH/100\*81),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*126),shipY+(shipH/100\*66),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*126),shipY+(shipH/100\*51),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*154),shipY+(shipH/100\*142),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*169),shipY+(shipH/100\*142),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*183),shipY+(shipH/100\*142),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*183),shipY+(shipH/100\*128),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*183),shipY+(shipH/100\*113),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*183),shipY+(shipH/100\*100),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*183),shipY+(shipH/100\*156),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*66),shipY+(shipH/100\*142),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*51),shipY+(shipH/100\*142),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*36),shipY+(shipH/100\*142),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*36),shipY+(shipH/100\*157),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*36),shipY+(shipH/100\*127),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*36),shipY+(shipH/100\*112),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*36),shipY+(shipH/100\*100),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*36),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*21),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*16),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*125),shipY+(shipH/100\*185),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*125),shipY+(shipH/100\*199),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*215),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*230),shipH/100\*15,shipH/100\*15);

// red center of spaceship

fill(255, 0, 0);

rect(shipX+(shipH/100\*126),shipY+(shipH/100\*140),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*140),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*126),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*139),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*96),shipY+(shipH/100\*154),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*126),shipY+(shipH/100\*154),shipH/100\*15,shipH/100\*15);

//bottom red middle

rect(shipX+(shipH/100\*81),shipY+(shipH/100\*185),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*81),shipY+(shipH/100\*200),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*81),shipY+(shipH/100\*214),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*66),shipY+(shipH/100\*200),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*66),shipY+(shipH/100\*214),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*141),shipY+(shipH/100\*185),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*141),shipY+(shipH/100\*200),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*141),shipY+(shipH/100\*214),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*156),shipY+(shipH/100\*200),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*156),shipY+(shipH/100\*214),shipH/100\*15,shipH/100\*15);

// tips of the spaceship

fill(20, 35, 201);

rect(shipX+(shipH/100\*36),shipY+(shipH/100\*86),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*183),shipY+(shipH/100\*86),shipH/100\*15,shipH/100\*15);

rect(shipX+(shipH/100\*111),shipY+(shipH/100\*2),shipH/100\*15,shipH/100\*15);

};

var Ship = function(x, y, height) { //player 1 ship constructor function

this.x = x;

this.y = y;

this.height = height;

this.lasers = 0;

};

Ship.prototype.draw = function() {

rectMode(CENTER);

this.x = constrain(this.x, 0, height-75);

this.y = constrain(this.y, 0, height-60);

drawSpaceShip(this.x, this.y, this.height);

};

Ship.prototype.left = function() {

this.x -= 5;

};

Ship.prototype.right = function() {

this.x += 5;

};

Ship.prototype.up = function() {

this.y -= 5;

};

Ship.prototype.down = function() {

this.y += 5;

};

Ship.prototype.checkForLaser = function(laser) {

if ((laser.x >= this.x && laser.x <= (this.x + 40)) &&(laser.y >= this.y && laser.y <= (this.y + 40))) {

laser.x = -400;

life--; //change life --

}

};

var Laser = function(x,y) {//constructor function laser

this.x = x;

this.y = y;

this.speed = 3;

};

Laser.prototype.draw = function() {//laser draw method

fill(255, 0, 0);

rect(this.x,this.y,7,14,5);

};

var ship = new Ship(100,100,37);

var lasers =[];

for (var i = 0; i <numLasers; i++) {

lasers.push(new Laser(ship.x,ship.y));

}

var gameScene = function() {

// static

background(5, 5, 5);

if (keyIsPressed && keyCode === 0) {

for (var i = 0; i < lasers.length; i++) {

lasers[i].draw();

lasers[i].y -= lasers[i].speed;

}

}

if (keyIsPressed && keyCode === 37){

ship.left();

}

if (keyIsPressed && keyCode === 39){

ship.right();

}

if (keyIsPressed && keyCode === 38){

ship.up();

}

if (keyIsPressed && keyCode === 40){

ship.down();

}

ship.draw();

};

draw = function() {

gameScene();

};