<https://www.youtube.com/watch?v=L07i4g-zhDA>

**Flappy Bird Game Using JavaScript and HTML5**

* The HTML **<canvas>** element is used to draw graphics on a web page
* For drawing :

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

var ctx = cvs.getContext("2d");

* **requestAnimationFrame(draw**); -> For recursive drawing
* If canvas -> **drawImage()** is not supported by your browser, you have the following 2 options:
  + window.onload = function(){

   this.draw();

}

* fg.onload = function(){ctx.drawImage(fg,0,cvs.height-fg.height);};      -> If window.onload was not used
* Event listener **"keydown"** -> refers to all the keys
* "y : Math.floor(**Math.random()**\*pipenorth.height)-pipenorth.height" -> to generate random heights for the pipes
* To create multivariable arrays and add to them
  + *Creation*

**var pipe = [];**

**pipe[0] = {**

**x : cvs.width,**

**y : 0**

**};**

* *Addition*

**pipe.push({**

**x : cvs.width,**

**y : Math.floor(Math.random()\*pipenorth.height)-pipenorth.height**

**})**;

* **"location.reload();"** -> reload the page
* For text on your canvas

**ctx.fillstyle = "#000";**

**ctx.font = "20px Verdana";**

**ctx.fillText("SCORE : "+variableName,10,cvs.height-20);**