index.html

<!DOCTYPE html>

**<html** lang="en"**>**

**<head>**

**<script** src="https://ajax.googleapis.com/ajax/libs/jquery/1.12.4/jquery.min.js"**></script>**

**<meta** charset="utf-8"**>**

**<meta** http-equiv="X-UA-Compatible" content="IE=edge"**>**

**<meta** name="viewport" content="width=device-width, initial-scale=1"**>**

**<title>**JavaScript Game**</title>**

*<!-- bootstrap styles -->*

**<link** href="bootstrap/dist/css/bootstrap.min.css" rel="stylesheet"**>**

*<!-- my styles -->*

**<link** href="styles.css" rel="stylesheet"**>**

*<!-- javascript -->*

**<script>**

**var** gridSize = 10;

**function** insertHTML(id, html)

{

**var** el = document.getElementById(id);

**if**(!el)

{

alert('Element with id ' + id + ' not found.');

}

el.innerHTML = html;

}

**function** StartGame()

{

insertHTML("controls",

"<input type='button' value='Move Up' onclick='MoveUp()' /><input type='button' value='Move Down' onclick='MoveDown()'/> <input type='button' value='Move Left' onclick='MoveLeft()' /><input type='button' value='Move Right' onclick='MoveRight()'/> ");

DrawBoard();

}

**function** GetPlayerX()

{

**return** ($('#playerX').data('url'));

}

**function** GetPlayerY()

{

**return** ($('#playerY').data('url'));

}

**function** MoveUp()

{

**var** playerY = GetPlayerY();

**if** (playerY - 1 >= 0)

{

playerY--;

}

$('#playerY').data("url", playerY);

DrawBoard();

}

**function** MoveDown()

{

**var** playerY = GetPlayerY();

**if** (playerY + 1 < gridSize)

{

playerY++;

}

$('#playerY').data("url", playerY);

DrawBoard();

}

**function** MoveRight()

{

**var** playerX = GetPlayerX();

**if** (playerX + 1 < gridSize)

{

playerX++;

}

$('#playerX').data("url", playerX);

DrawBoard();

}

**function** MoveLeft()

{

**var** playerX = GetPlayerX();

**if** (playerX - 1 >= 0)

{

playerX--;

}

$('#playerX').data("url", playerX);

DrawBoard();

}

**function** ChangePlayerType(playerType)

{

$('#playerType').data("url", playerType);

DrawBoard();

}

**function** DrawBoard()

{

**var** playerX = GetPlayerX();

**var** playerY = GetPlayerY();

**var** html = "<table>";

**for** (**var** row = 0; row < gridSize; row++)

{

html += "<tr>";

**for** (**var** column = 0; column < gridSize; column++)

{

**if** (row == playerY && column == playerX)

{

html += '<td id="player">';

html += $('#playerType').data('url');

html += '</td>';

}

**else**

{

html += '<td id="board">-</td>';

}

}

html += "</tr>";

}

html += "</table>";

insertHTML("gameboard", html);

}

**</script>**

**</head>**

**<body>**

**<nav** class="navbar navbar-inverse navbar-fixed-top"**>**

**<div** class="container"**>**

**<div** class="navbar-header"**>**

**<button** type="button" class="navbar-toggle collapsed" data-toggle="collapse" data-target="#navbar" aria-expanded="false" aria-controls="navbar"**>**

**<span** class="sr-only"**>**Toggle navigation**</span>**

**<span** class="icon-bar"**></span>**

**<span** class="icon-bar"**></span>**

**<span** class="icon-bar"**></span>**

**</button>**

**<a** class="navbar-brand" href="#"**>**JavaScript Game**</a>**

**</div>**

**<div** id="navbar" class="collapse navbar-collapse"**>**

**<ul** class="nav navbar-nav"**>**

**</ul>**

**</div>***<!--/.nav-collapse -->*

**</div>**

**</nav>**

*<!-- game data stored in html -->*

**<div** id="playerX" data-url="5"**></div>**

**<div** id="playerY" data-url="5"**></div>**

**<div** id="playerType" data-url="@"**></div>**

**<div** class="container"**>**

**<div** class="starter-template"**>**

**<h1>**Game**</h1>**

**<div** class="row"**>**

**<div** class="col-sm-6"**>**

**<h3>**Game Board**</h3>**

**<ul** id="gameboard"**>**

**</ul>**

**</div>**

**<div** class="col-sm-6"**>**

**<div** class="well"**>**

**<h3** id="controls"**>**Controls**</h3>**

**<input** type="button" value="Start Game" onclick="StartGame()" **/>**

**<h3>**Player character**</h3>**

**<form>**

**<input** type="radio" name="browser" onclick="ChangePlayerType(this.value)" value="@"**>**@**<br>**

**<input** type="radio" name="browser" onclick="ChangePlayerType(this.value)" value="#"**>**#**<br>**

**<input** type="radio" name="browser" onclick="ChangePlayerType(this.value)" value="?"**>**?**<br>**

**<input** type="radio" name="browser" onclick="ChangePlayerType(this.value)" value="\*"**>**\***<br>**

**</form>**

**</div>**

**</div>**

**</div>**

**</div>**

**</div>**

**<script** src="https://ajax.googleapis.com/ajax/libs/jquery/1.12.4/jquery.min.js"**></script>**

**<script>**window.jQuery || document.write('<script src="../../assets/js/vendor/jquery.min.js"><\/script>')**</script>**

**<script** src="bootstrap/dist/js/bootstrap.min.js"**></script>**

**</body>**

**</html>**

styles.css

*/\*Some example tags for future reference\*/*

*/\*html tag selector\*/*

**body**

{

**padding-top**: 50px;

}

*/\*class selector\*/*

**.classSelector**

{

**text-align**: **right**;

}

*/\*selects all elemetns\*/*

\*

{

}

*/\*selects all body AND all p elemnts\*/*

**body**, **p**

{

}

*/\*Actual css for HW1 pages\*/*

**p**

{

**text-align**: **left**;

}

#gameboard

{

**line-height**: 40%;

}

#player

{

**color**: #1A5276;

**font-weight**: **bold**;

}

#board

{

**color**: #FFFEFE;

}

**li**

{

**text-align**: **left**;

}

**h1**

{

**text-align**: **center**;

**font-weight**: **bold**

}

*/\*add a litte indent to the body on the main page\*/*

**.bodyClass**

{

**text-indent**: 10;

}

**.starter-template**

{

**padding**: 40px 15px;

}