A PROJECT REPORT ON

“Game Using HTML CSS and Javascript”

Submitted by:

_____(_____)

Under the guidance of

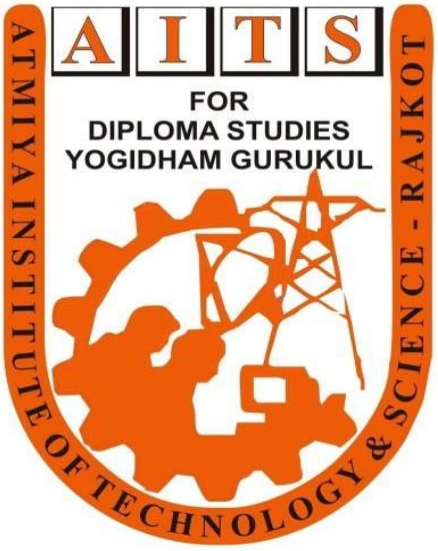
_____

In partial fulfillment for the award of the degree of

Diploma engineering

In

electronics and communication engineering



ATMIYA INSTITUTE OF TECHNOLOGY AND SCIENCE

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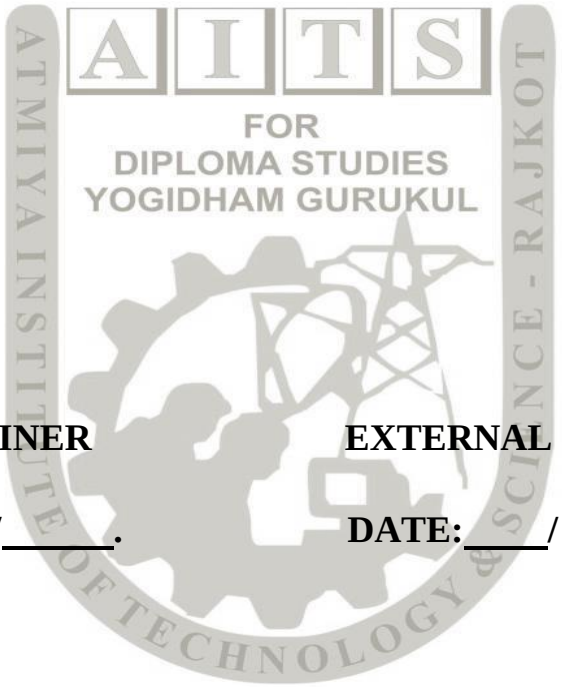
CERTIFICATE

This is to certify that the IDP/UDP entitled "Game Using HTML CSS and Javascript" submitted by _____(_____)is approved for the award of Degree of Diploma Engineering in Electrical department for the partial fulfillment of the Gujarat technological university.



INTERNAL EXAMINER **EXTERNAL EXAMINER**

DATE: ____/_____/_____. **DATE:____/ _____/_____.**

HOD
DEE
(Prof. _____)

ACKNOWLEDGMENT

The success and final outcome of this project required a lot of guidance and assistance from many people and I am extremely privileged to have got this all along the completion of my project. All that I have done is only due to such supervision and assistance and I would not forget to thank them.

I respect and thank_____, for providing me an opportunity to do the project work in "Game Using HTML CSS and Javascript" and giving us all support and guidance which made me complete the project duly. I am extremely thankful to him for providingsuch a nice support and guidance, although he had busy schedule managing the corporate affairs.

I owe my deep gratitude to our project guide who took keen interest on our project work and guided us all along, till the completion of our project work by providing all the necessary information for developing a good system.

I would not forget to remember _____for their encouragement and more over for their timely support and guidance till the completion of our project work.

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I am thankful to and fortunate enough to get constant encouragement, support and guidance from all Teaching staffs of Electronics and communication Engineering Department which helped us in successfully completing our project work. Also, I would like to extend our sincere esteems to all staff in laboratory for their timely support.

CONTENTS

ABSTRACT

The modern web has quickly become a viable platform not only for creating stunning, high quality games, but also for distributing those games.

The range of games that can be created is on par with desktop and native OS counterparts. With modern Web technologies and a recent browser, it's entirely possible to make stunning, top-notch games for the Web. And we're not talking about simple card games or multi-player social games that have in the olden days been done using Flash®. We're talking about kick-ass 3D action shooters, RPGs, and more. Thanks to massive performance improvements in JavaScript just-in-time compiler technology and new APIs, you can build games that run in the browser (or on HTML5-powered devices like those based on Firefox OS) without making compromises.

CHAPTER NO.1

INTRODUCTION

HTML

- HTML stands for Hyper Text Markup Language
- HTML is the standard markup language for creating Web pages
- HTML describes the structure of a Web page
- HTML consists of a series of elements
- HTML elements tell the browser how to display the content
- HTML elements label pieces of content such as "this is a heading", "this is a paragraph", "this is a link", etc.

Css

- CSS stands for Cascading Style Sheets
- CSS describes how HTML elements are to be displayed on screen, paper, or in other media
- CSS saves a lot of work. It can control the layout of multiple web pages all at once
- External stylesheets are stored in CSS files

JavaScript

- JavaScript is the world's most popular programming language.
- JavaScript is the programming language of the Web.
- JavaScript is easy to learn.
- This tutorial will teach you JavaScript from basic to advanced.

XAMP

XAMPP is one of the widely used cross-platform web servers, which helps developers to create and test their programs on a local webserver. It was developed by the **Apache Friends**, and its native source code can be revised or modified by the audience. It consists of **Apache HTTP Server, MariaDB, and interpreter** for the different programming languages like PHP and Perl. It is available in 11 languages and supported by different platforms such as the IA-32 package of Windows & x64 package of macOS and Linux.

Programs

HTML

```
<!DOCTYPE html>
<html lang="en" onclick="jump()">
<head>
    <meta charset="UTF-8">
    <title>Jump Game</title>
    <link rel="stylesheet" href="style.css">
</head>
<body>
    <div class="game">
        <div id="character"></div>
        <div id="block"></div>
    </div>
    <p>Score: <span id="scoreSpan"></span></p>
</body>
<script src="script.js"></script>
</html>
```

CSS

```
*{
    padding: 0;
    margin: 0;
    overflow-x: hidden;
}

.game
{
    width: 800px;
    height: 200px;
    border: 1px solid rgb(0, 255, 200);
    margin: auto;
}
```

```
#character
{
    width: 20px;
    height: 50px;
    background-color: rgb(255, 0, 179);
    position:relative;
    top: 150px;
}

.animate
{
    animation: jump 0.6s linear;
}


@keyframes jump
{
    0%{top: 200px;}
    30%{top: 80px;}
    70%{top: 80px;}
    100%{top: 200px;}
}
```

```
#block
{
    background-color: blue;
    width: 20px;
    height: 20px;
    position: relative;
    top: 130px;
    left: 500px;
    animation: block 2s infinite linear;
}

@keyframes block
{
    0%{left: 800px}
    100%{left: -20px}
}

P
{
    text-align: center;
}
```

Javascript

```
var character = document.getElementById("character");
var block = document.getElementById("block");
var counter=0;
function jump(){
    if(character.classList == "animate"){return}
    character.classList.add("animate");
    setTimeout(function(){
        character.classList.remove("animate");
    },300);
}
var checkDead = setInterval(function()
{
    let characterTop =
parseInt(window.getComputedStyle(character).getPropertyValu
e("top"));
    let blockLeft =
parseInt(window.getComputedStyle(block).getPropertyValue("l
eft"));
```

```
 if(blockLeft<5 && blockLeft>-20 && characterTop>=150)
    {
        block.style.animation = "none";
        alert(" Game Over.\nSiddharth Vaniya\nscore:
"+Math.floor(counter/200));
        counter=0;
        block.style.animation = "block 2s infinite linear";
    }
    else
    {
        counter++;
        document.getElementById("scoreSpan").innerHTML =
Math.floor(counter/200);
    }
}, 1);
```

XAMP

Step 1

Go to "Start" on the Windows taskbar and type "XAMPP" into the search box. Select "XAMPP Control Panel" and press the "Enter" key. Start Apache from the XAMPP Control Panel. Apache is ready for use once you see the word "Running" highlighted in green.

Step 2

Go to "Start" and open "Computer." Navigate to your XAMPP folder, normally found as a top-level folder under your computer's main hard drive. Open the htdocs folder.

Step 3

Open "Computer" again and navigate to the folder where you keep your HTML files. If you do not already have any HTML files created, create one and save it to the htdocs folder under the XAMPP folder. Copy and paste your HTML files, if you find any, in to the htdocs folder.

Start your Web browser and type "localhost/Game.html" into the address bar. Press "Enter" and watch your HTML file load as a Web page. Now your Apache server that came with XAMPP is serving your Web pages.

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