C 87 Minecraft game

```html
<!DOCTYPE html>
<html>
<head>
 <title>C85</title>
<link rel="stylesheet" href="style.css">
<script src="fabric.js"></script>
<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.0/css/bootstrap.min.css">
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.4.1/jquery.min.js"></script>
<script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.0/js/bootstrap.min.js"></script>
</head>
<body class="body_background">
    <center>
        <h2 class="btn-primary">MINECRAFT</h2>
        <div id="head_info" class="btn-danger">
            <h3>Current Width  = <span id="current_width">30</span></h3>
            <h3>Current Height  = <span id="current_height">30</span></h3>
        </div>
        <canvas width="1000" height="600" id="myCanvas"></canvas>
    </center>
    <script src="main.js"></script>
</body>
</html>
```

```css
.body_background
{  background-image: url("https://i.ytimg.com/vi/Dg0IjOzopYU/maxresdefault.jpg");
    background-position: center;
    background-size: cover;
}
#myCanvas
{   border-width:10px;
    background-color: white;
    border-style:ridge;
}
h2{
    border-radius: 10px;
    width: 200px;
    padding: 5px;
 }
h3{
    display: inline-block;
}
span
{
    color: black;
}
a{
    text-decoration: none;
    font-size: 20px;
    padding: 10px;
    float: left;
    border-radius: 10px;
}
```

```css
#head_info
{
    width: 600px;
    border-radius: 10px;
    margin-bottom: 10px;
}
```

JS

```javascript
var canvas = new fabric.Canvas('myCanvas');
player_x = 10;
player_y = 10;
block_image_width = 30;
block_image_height = 30;
var player_object= "";
var block_image_object= "";
function player_update()
{   fabric.Image.fromURL("player.png", function(Img) {
    player_object = Img;
    player_object.scaleToWidth(150);
    player_object.scaleToHeight(140);
    player_object.set({
    top:player_y,
    left:player_x
    });
    canvas.add(player_object);
    });
}
function new_image(get_image)
{    fabric.Image.fromURL(get_image, function(Img) {
    block_image_object = Img;
    block_image_object.scaleToWidth(block_image_width);
    block_image_object.scaleToHeight(block_image_height);
    block_image_object.set({
    top:player_y,
    left:player_x
    });
    canvas.add(block_image_object);
    });
}
window.addEventListener("keydown", my_keydown);
function my_keydown(e)
{
keyPressed = e.keyCode;
console.log(keyPressed);
if(e.shiftKey == true && keyPressed == '80')
{   console.log("p and shift pressed together");
    block_image_width = block_image_width + 10;
    block_image_height = block_image_height + 10;
    document.getElementById("current_width").innerHTML = block_image_width;
    document.getElementById("current_height").innerHTML = block_image_height;
}
```

```javascript
if(e.shiftKey && keyPressed == '77')
{   console.log("m and shift pressed together");
    block_image_width = block_image_width - 10;
    block_image_height = block_image_height - 10;
    document.getElementById("current_width").innerHTML = block_image_width;
    document.getElementById("current_height").innerHTML = block_image_height;
}
    if(keyPressed == '38')
    {    up();
        console.log("up");
    }
    if(keyPressed == '40')
    {   down();
        console.log("down");
    }
    if(keyPressed == '37')
    {   left();
        console.log("left");
    }
    if(keyPressed == '39')
    {   right();
        console.log("right");
    }
    if(keyPressed == '87')
    {
        new_image('wall.jpg');
        console.log("w");
    }
    if(keyPressed == '71')
    {
        new_image('ground.png');
        console.log("g");
    }
    if(keyPressed == '76')
    {
        new_image('light_green.png');
        console.log("l");
    }
    if(keyPressed == '84')
    {
        new_image('trunk.jpg');
        console.log("t");
    }
    if(keyPressed == '82')
    {
        new_image('roof.jpg');
        console.log("r");
    }
    if(keyPressed == '89')
    {
        new_image('yellow_wall.png');
        console.log("y");
    }
    if(keyPressed == '68')
```

```javascript
        {
            new_image('dark_green.png');
            console.log("d");
        }
        if(keyPressed == '85')
        {
            new_image('unique.png');
            console.log("u");
        }
        if(keyPressed == '67')
        {
            new_image('cloud.jpg');
            console.log("c");
        }

}
function up()
{
    if(player_y >=0)
    {
        player_y = player_y - block_image_height;
        console.log("block image height = " + block_image_height);
        console.log("When Up arrow key is pressed, X =  " + player_x + " , Y = "+player_y);
        canvas.remove(player_object);
        player_update();
    }
}
function down()
{ if(player_y <=500)
    { player_y = player_y + block_image_height;
        console.log("block image height = " + block_image_height);
        console.log("When Down arrow key is pressed, X =  " + player_x + " , Y = "+player_y);
        canvas.remove(player_object);
        player_update();
    }
}
function left()
{   if(player_x >0)
    { player_x = player_x - block_image_width;
        console.log("block image width = " + block_image_width);
        console.log("When Left arrow key is pressed, X =  " + player_x + " , Y = "+player_y);
        canvas.remove(player_object);
        player_update();
    }
}
function right()
{   if(player_x <=850)
    { player_x = player_x + block_image_width;
        console.log("block image width = " + block_image_width);
        console.log("When Right arrow key is pressed, X =  " + player_x + " , Y = "+player_y);
        canvas.remove(player_object);
        player_update();
    }
}
```