# Department of Computing

# CS344: Web Engineering

# Lab 4: AeroFighter v2

# Date: 06 October 2015

# Time: 10:00 AM - 01:00 PM & 02:00 PM – 05:00

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# Lab 4: AeroFighter v2

## Introduction

In this lab, students will update their AeroFighter application to create a 2D flight simulator with obstacles and enemies. This version will have some stationary obstacles and some moving enemies which the user will have to avoid. The user can avoid both by moving up and down. The simulator will use only HTML5, CSS3 and JavaScript. Each student must, individually build the complete web application on their own. Students must upload their solutions on [GitHub](http://www.github.com) and LMS to qualify for evaluation.

## Solution:

I made a javascript function to move my player up and down, left and right. If one of the button is pressed the player moves 10px

Used three animations in my code, one for background, one for the two obstacles and one for the enemy.

The obstacle animation is simple I just moved the image from left 100% of the screen to 0% left of the screen. I gave different values for the delay of two obstacles therefore one is moving fast and the other is slow.

For the enemy animation I started the enemy move from left of the screen, at 50% animation I made it reach the bottom of the screen by setting the top value, on 100% animation time I made the enemy reach the left top by giving value of left 0% and a top -20px value. I also made the enemy rotate about it axis by using the transform rotate function in the animation, I set it to 180deg.

For collision I tried making a function which gets the position of elements on the screen and check if one div is overlapping another by using if condition.

## Github link:

https://github.com/TahreemSaleem/lab4.git