

Faster than you!!

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1.

코드 설명

```
<body>
  <div id="topline"></div>
  <div id="top-center"></div>
  <div id="centerline"></div>
  <div id="center-bottom"></div>
  <div id="bottomline"></div>
  <div id="startline"><br><br><br>S<br>T<br>A<br>R<br>T</div>
  <div id="goal"><br><br><br>G<br>O<br>A<br>L<br>!</div>
  <div id="character1"></div>
  <div id="character2"></div>
</body>
```

```
<script>
const character1 = document.getElementById("character1");
const character2 = document.getElementById("character2");
let character1X = 100;
let character1Y = 160;

let character2X = 100;
let character2Y = 530;
```

-> character의 초기 위치 정하기

```
function checkCollision() {  
  const goalRect = goal.getBoundingClientRect(); //요소의 크기,  
  const character1Rect = character1.getBoundingClientRect();  
  const character2Rect = character2.getBoundingClientRect();  
  
  if (character1Rect.right > goalRect.left) alert("BLUE 승리!");  
  
  if (character2Rect.right > goalRect.left) alert("RED 승리!");  
}
```

-> character의 위치 값을 불러와 goal 지점과의 충돌 여부 검사

```
window.addEventListener('keydown', function(e){  
  const keyCode = e.keyCode; //어떤 키의 값이 입력됐는지 가져옴  
  if(keyCode == 65 ) character1X -= 10; //a  
  else if(keyCode == 68 ) character1X += 10; //d  
  else if(keyCode == 87 ) character1Y -= 10; //w  
  else if(keyCode == 83 ) character1Y += 10; //s  
  
  if(keyCode == 37 ) character2X -= 10; //왼쪽  
  else if(keyCode == 39 ) character2X += 10; //오른쪽  
  else if(keyCode == 38 ) character2Y -= 10; //위  
  else if(keyCode == 40 ) character2Y += 10; //아래  
  
  character1.style.left = character1X + "px";  
  character1.style.top = character1Y + "px";  
  
  character2.style.left = character2X + "px";  
  character2.style.top = character2Y + "px";  
});
```

-> 입력되는 키 값 입력 받아 character의 위치 이동

2.

시현



Q & A

감사합니다.