**Project | Explanation**

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## **Explanation:**

For the project or assignment 05 of the Computer Graphics course, I choose only HTML and javascript to build a game and a CSS file for padding and to add other things, as I have learned these during this course. The game I made is called “Flying Ball” and we can just play it on the browser by running the HTML file. I set the margins, borders, pixels, and other stylings like colors of the objects, etc in the CSS file.

In the javascript file, I created variables like block, hole, and character. I added an event listener and called a random function to generate random numbers so that the hole on the block will come random after each iteration. Then for the character which is a ball appearing on the screen, I created a function setInterval to implement gravity in the game, where the ball will appear from the top and always goes to the bottom. After this now I make the ball jump on click, so for this, I created a jump function where I define the jump variable setting the value 0, and put an if statement in the setInterval function that if the jump count will be not equal to 0 then fly, jumping function is similar and opposite to the gravity function. I put an if statement in the setInterval function that I the ball touches the top or ground it will show up the game over message on the screen along with the score that is counted by a counter variable which will be incremented after every iteration. Then I created a bunch of variables for the ball when it hits the block left, right, and inner side and put some if statements to do that work as you can see in the code.