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| HTML |
| <!DOCTYPE html>  <html>  <head>  <!-- Load the Paper.js library -->  <script type="text/javascript" src="./js/paper-full.js"></script>  <script type="text/javascript" src="https://cdnjs.cloudflare.com/ajax/libs/howler/2.1.3/howler.js"></script>  <link rel="stylesheet" href="./css/styles.css">  <!-- Define inlined PaperScript associate it with myCanvas -->  <script type="text/paperscript"  canvas="myCanvas">      var keyData = {      q: {          sound: new Howl({          src: ['sounds/bubbles.mp3']          }),          color: '#1abc9c'},      w: {          sound: new Howl({          src: ['sounds/clay.mp3']          }),          color: '#2ecc71'},      e: {          sound: new Howl({          src: ['sounds/confetti.mp3']          }),          color: '#3498db'},      r: {          sound: new Howl({          src: ['sounds/corona.mp3']          }),          color: '#9b59b6'    },          t: {          sound: new Howl({          src: ['sounds/dotted-spiral.mp3']          }),          color: '#34495e'    },      y: {          sound: new Howl({          src: ['sounds/flash-1.mp3']          }),          color: '#16a085'    },      u: {          sound: new Howl({          src: ['sounds/flash-2.mp3']          }),          color: '#27ae60'    },      i: {          sound: new Howl({          src: ['sounds/flash-3.mp3']          }),          color: '#2980b9'    },      o: {          sound: new Howl({              src: ['sounds/glimmer.mp3']          }),          color: '#8e44ad'    },      p: {          sound: new Howl({          src: ['sounds/moon.mp3']          }),          color: '#2c3e50'    },      a: {          sound: new Howl({          src: ['sounds/pinwheel.mp3']          }),          color: '#f1c40f'    },      s: {          sound: new Howl({          src: ['sounds/piston-1.mp3']          }),          color: '#e67e22'    },          d: {          sound: new Howl({          src: ['sounds/piston-2.mp3']          }),          color: '#e74c3c'    },      f: {          sound: new Howl({          src: ['sounds/prism-1.mp3']          }),          color: '#95a5a6'    },      g: {          sound: new Howl({          src: ['sounds/prism-2.mp3']          }),          color: '#f39c12'    },      h: {          sound: new Howl({          src: ['sounds/prism-3.mp3']          }),          color: '#d35400'    },      j: {          sound: new Howl({          src: ['sounds/splits.mp3']          }),          color: '#1abc9c'    },      k: {          sound: new Howl({          src: ['sounds/squiggle.mp3']          }),          color: '#2ecc71'    },      l: {          sound: new Howl({          src: ['sounds/strike.mp3']          }),          color: '#3498db'    },      z: {          sound: new Howl({          src: ['sounds/suspension.mp3']          }),          color: '#9b59b6'    },      x: {          sound: new Howl({          src: ['sounds/timer.mp3']          }),          color: '#34495e'    },      c: {          sound: new Howl({          src: ['sounds/ufo.mp3']          }),          color: '#16a085'    },      v: {          sound: new Howl({          src: ['sounds/veil.mp3']          }),          color: '#27ae60'    },      b: {          sound: new Howl({          src: ['sounds/wipe.mp3']          }),          color: '#2980b9'    },      n: {          sound: new Howl({              src: ['sounds/zig-zag.mp3']          }),          color: '#8e44ad'    },      m: {          sound: new Howl({          src: ['sounds/moon.mp3']          }),          color: '#2c3e50'    }  }          var circles = [];          function onKeyDown (event) {              if(keyData[event.key]) {                  var maxPoint = new Point(view.size.width, view.size.height);                  var randomPoint = Point.random();                  var point = maxPoint \* randomPoint;                  var newCircle = new Path.Circle(point, 70);                  newCircle.fillColor = keyData[event.key].color;                  keyData[event.key].sound.play();                  circles.push(newCircle);            }}          function onFrame(event){              for(var i = 0; i < circles.length; i++){                  circles[i].scale(0.9);                  circles[i].fillColor.hue += 1;                      if(circles[i].area < 1){                          circles[i].remove(); // remove the circle from the canvas                          circles.splice(i, 1); // remove the circle from the array                          console.log(circles);                      }            }        }</script>  ````````````````</head>  <body>      <canvas id="myCanvas" resize></canvas>  </body>  </html> |
| CSS |
| JavaScript |