**INDEX.HTML**

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8"/>

<meta name="viewport" content="user-scalable=no" />

<link rel="stylesheet" type="text/css" href="stijl.css">

<script src="js/jquery-1.12.1.min.js"></script>

<script src="js/jquery-ui.js"></script>

<script src="speler.js"></script>

<script src="js/timer.js"></script>

<script src="js/sound.js"></script>

<style>

#spelruimte

{

}

body

{

position:relative;

height:100%;

width:100%;

}

</style>

</head>

<!-- overflow hidden enleve le scroll bar -->

<body style="overflow: hidden;">

<!-- https://www.youtube.com/watch?v=s0v6a73TO7M -->

<audio id="soundBack" loop>

<source src="sound/sound.mp3">

</audio>

<div id="volledige">

<div id="spelruimte" style="position:relative;">

<img src="img/rechts.gif" id="muis">

<img src="img/cheese.gif" id="cheese">

<img src="img/cat.gif" id="cat">

</div>

<div id="informatie">

<div id="tijd">

<p id='timer'></p>

</div>

<div id="mute">

<input id="buttonMute" type="image" src="img/nmute.png" alt="Mute" height="70x" >

</div>

<!-- Test voor me zelf-->

<!-- <div id="theCount"></div> -->

</div>

<div id="joystickLeft">

<input id="haut" type="image" src="img/haut.png" alt="haut" >

<input id="bas" type="image" src="img/bas.png" alt="bas" >

</div>

<div id="joystickRight">

<input id="gauche" type="image" src="img/gauche.png" alt="gauche" >

<input id="droite" type="image" src="img/droite.png" alt="droite" >

</div>

<br/>

</div>

</body>

</html>

**SOUND.JS**

"use strict";

/\*global $ \*/

$(document).ready(function()

{

var counter = 1;

var soundBack = $('#soundBack')[0];

soundBack.play();

$("#buttonMute").click(function()

{

counter++;

$("#theCount").text(counter);

if(counter % 2 != 0)

{

$("#buttonMute").attr("src","img/nmute.png");

soundBack.play();

}

if(counter % 2 == 0)

{

$("#buttonMute").attr("src","img/mute.png");

soundBack.pause();

}

});

});

**SPELER.JS**

"use strict";

/\*global $ \*/

var wall = "img/mur.jpg";

var hole = "img/home.jpg"

var antalSeconden = 0;

var widthWorld = 0;

var heightWorld = 0;

var level = 0;

var WORLD1;

var timer;

var world;

var heightblck = 0;

var widthblck = 0;

var walls;

var mouse;

var cheescollitions =0;

var catisalive = false;

/\*BIJ HET TESTEN VAN MIJN SPEL MERKTE IK OP DAT IK MEER TIJD NODIG HEB OM TE SPELEN DAN OP COMPUTER\*/

if (window.matchMedia("(min-width: 1445px)").matches) {

var leveltijd = [30 , 40, 50];

} else {

var leveltijd = [80 , 100, 140];

}

var cheestoeat = [6 , 12, 20];

// spelen met de indexen zodat ik met de direct kan werken.

// dit declareer ik hier zodat het overal kan gebruikt worden

// jason file internet

var cheespos = {x:0 , y:0};

var holepos = {x:0 , y:0};

var catpos = {x:0 , y:0};

//-------------

var posxArray;

var posyArray;

var WORLDS = [

[ [1,1,1,0,0,0,0,0,1,1,1,1,1,1,1],

[1,0,2,0,0,0,0,0,0,0,0,0,0,0,1],

[1,1,1,1,1,1,0,1,1,1,1,1,1,0,1],

[1,0,0,0,0,1,0,0,0,0,1,0,0,0,1],

[1,0,1,0,0,1,1,1,1,0,1,1,1,0,1],

[1,0,1,0,0,0,0,0,0,0,1,0,0,0,1],

[1,0,1,1,1,1,0,1,1,1,1,0,1,1,1],

[1,0,1,0,0,1,0,1,0,0,1,0,0,0,1],

[1,0,1,0,0,1,1,1,0,0,1,1,1,0,1],

[1,0,0,0,0,0,0,0,0,0,0,0,0,0,1],

[1,1,1,1,1,1,1,5,1,1,1,1,1,1,1]

],

[ [1,0,1,1,1,1,1,1,1,1,1,1,1,1,1],

[1,2,1,0,0,0,1,0,0,0,1,0,0,0,1],

[1,0,1,0,1,0,1,0,1,0,1,0,1,0,1],

[1,0,1,0,1,0,1,0,1,0,1,0,1,0,1],

[1,0,1,0,1,0,1,0,1,0,1,0,1,0,1],

[1,0,1,0,1,0,1,0,1,0,1,0,1,0,1],

[1,0,1,0,1,0,1,0,1,0,1,0,1,0,1],

[1,0,1,0,1,0,1,0,1,0,1,0,1,0,1],

[1,0,1,0,1,0,1,0,1,0,1,0,1,0,1],

[1,0,0,0,1,0,0,0,1,0,0,0,1,0,1],

[1,1,1,1,1,1,1,1,1,1,1,1,1,5,1]

]

,

[ [1,1,1,1,1,1,1,1,1,1,1,1,1,1,1],

[1,2,0,0,0,0,0,0,0,0,0,0,0,0,1],

[1,1,1,1,1,1,1,1,1,1,1,1,1,0,1],

[1,0,0,0,0,0,0,0,0,0,0,0,0,0,1],

[1,0,1,1,1,1,1,1,1,1,1,1,1,1,1],

[1,0,0,0,0,0,0,0,0,0,0,0,0,0,1],

[1,1,1,1,1,1,1,1,1,1,1,1,1,0,1],

[1,0,0,0,0,0,0,0,0,0,0,0,0,0,1],

[1,0,1,1,1,1,1,1,1,1,1,1,1,1,1],

[1,0,0,0,0,0,0,0,0,0,0,0,0,0,1],

[1,1,1,1,1,1,1,1,1,1,1,1,1,5,1]

]

]

$(document).ready(function(){

world = $("#spelruimte")

heightWorld = world.height();

widthWorld = world.width();

changelevel();

randominworldchees();

});

function getRandomInt(min, max) {

return Math.floor(Math.random() \* (max - min)) + min;

}

function collisionArray(x ,y)

{ //index van de array daarmaa kan hij niet naar -1 dus uit het spel lopen (links of boven)

if(x < 0 || y < 0)

{

return true;

}

// out of world check rechts

// kijk hoeveel rijen kijk hoeveel kollomen in het rij array

if(y > WORLD1.length - 1 || x > WORLD1[y].length - 1)

{

return true;

}

// als hij in de speelruimte is en een muur tegenkomt mag hij ook niet verder

return WORLD1[y][x] == 1;

}

function checkpos(val , x , y)

{

return val.x == x && val.y == y;

}

function randominworldchees()

{ var y , x;

var good = 1;

// good wilt zeggen we hebben een positite gevonden waar er niks is (value == 0)

while (good != 0) {

y = getRandomInt(0 , WORLD1.length);

x = getRandomInt(0 , WORLD1[y].length);

good = WORLD1[y][x];

}

// dit houden we bij voor de collision check

cheespos.x = x;

cheespos.y = y;

$("#cheese").css({ 'position' : 'absolute','left' : widthblck\*x +'px',

'top': heightblck\*y +'px',

'height': heightblck +'px',

'width': widthblck +'px'});

}

function changelevel()

{

$("#timer").css("background-color", "transparent");

$(".wall").remove();

$(".hole").remove();

$("#cat").css({ 'display' : 'none'});

WORLD1 = WORLDS[level];

heightblck = heightWorld / WORLD1.length;

widthblck = widthWorld / WORLD1[0].length;

// i prend le rij

// k prend le kolom

for (var i = 0; i < WORLD1.length; ++i) {

for (var k = 0; k < WORLD1[i].length; ++k) {

if ( WORLD1[i][k] == 1)

world.append('<img class="wall" src="'+ wall +'" style="position:absolute;left:' + widthblck\*k+'px;top: '+heightblck\*i+'px; height: '+heightblck+'px; width:'+widthblck+'px; "/>');

if ( WORLD1[i][k] == 5)

{

world.append('<img class="hole" src="'+ hole +'" style="position:absolute;left:' + widthblck\*k+'px;top: '+ heightblck\*i+'px; height: '+heightblck+'px; width:'+widthblck+'px; "/>');

holepos.x = k;

holepos.y = i;

}

if ( WORLD1[i][k] == 2)

{

$("#cat").css({'left' : widthblck\*k + 2 +'px',

'top': heightblck\*i + 2 +'px',

'height': heightblck - 4+'px',

'width': widthblck - 4 +'px',

'position': 'absolute',

'display' : 'none'

});

$("#muis").css({'left' : widthblck\*k + 2 +'px',

'top': heightblck\*i + 2 +'px',

'height': heightblck - 4+'px',

'width': widthblck - 4 +'px',

'position': 'absolute'});

catpos.x = k;

catpos.y = i;

posxArray = k;

posyArray = i;

}

}

}

mouse = $("#mouse");

}

$(document).ready(function()

{

/\*voor mobile\*/

var positie = $("#muis").position();

$("#gauche").click(function()

{

$("#muis").attr('src', 'img/links.gif');

if (!collisionArray(posxArray - 1 ,posyArray))

{

--posxArray;

$("#muis").css('left', posxArray \* widthblck + 'px');

// check collision kaas

if (checkpos(cheespos , posxArray ,posyArray))

{

++cheescollitions;

updatetext();

randominworldchees();

}

}

});

$("#droite").click(function()

{

$("#muis").attr('src', 'img/rechts.gif');

if (!collisionArray(posxArray + 1 ,posyArray))

{

++posxArray;

$("#muis").css('left', posxArray \* widthblck + 'px');

// check collision kaas

if (checkpos(cheespos , posxArray ,posyArray))

{

++cheescollitions;

updatetext();

randominworldchees();

}

}

});

$("#haut").click(function()

{

$("#muis").attr('src', 'img/omhoog.gif');

if (!collisionArray(posxArray ,posyArray - 1))

{

--posyArray;

$("#muis").css('top', posyArray \* heightblck + 'px');

// check collision kaas

if (checkpos(cheespos , posxArray ,posyArray))

{

++cheescollitions;

updatetext();

randominworldchees();

}

}

});

$("#bas").click(function()

{

$("#muis").attr('src', 'img/beneden.gif');

if (!collisionArray(posxArray ,posyArray + 1))

{

++posyArray;

$("#muis").css('top', posyArray \* heightblck + 'px');

// check collision kaas

if (checkpos(cheespos , posxArray ,posyArray))

{

++cheescollitions;

updatetext();

randominworldchees();

}

}

// check collision kaas

if (checkpos(cheespos , posxArray ,posyArray))

{

++cheescollitions;

updatetext();

randominworldchees();

}

// check collision kat

if(checkpos(catpos , posxArray , posyArray) && catisalive)

{

world.empty();

/\*MEDIA QUERY met JAVA-script ;) !!\*/

/\* http://www.alsacreations.com/article/lire/1500-matchmedia-javascript-media-queries.html \*/

if (window.matchMedia("(min-width: 1445px)").matches) {

world.css( "background-image" , "url(img/dead.gif");

} else {

world.css( "background-image" , "url(img/dead.gif");

world.css( "background-size", "contain");

}

document.getElementById('timer').innerHTML = "TOM : 1 - JERRY : 0 ";

}

// check collision gat

if(checkpos(holepos , posxArray , posyArray) && cheescollitions >= cheestoeat[level])

{

catisalive = false;

clearInterval(timer);

++level;

if(WORLDS.length > level)

{

changelevel();

cheescollitions;

randominworldchees();

antalSeconden += leveltijd[level];

timer = setInterval(tijd, 1000);

}

else

{ /\*MEDIA QUERY met JAVA-script ;) !!\*/

/\* http://www.alsacreations.com/article/lire/1500-matchmedia-javascript-media-queries.html \*/

world.empty();

if (window.matchMedia("(min-width: 1445px)").matches) {

world.css( "background-image" , "url(img/einde.gif");

world.empty();

} else {

world.css( "background-image" , "url(img/einde.gif");

world.css( "background-size", "contain");

world.empty();

}

}

}

});

$(document).keydown(function (a) {

var positie = $("#muis").position();

/\*VOOR COMPUTER\*/

switch (a.keyCode) {

case 37:

$("#muis").attr('src', 'img/links.gif');

if (!collisionArray(posxArray - 1 ,posyArray))

{

--posxArray;

$("#muis").css('left', posxArray \* widthblck + 'px');

}

break;

case 38:

$("#muis").attr('src', 'img/omhoog.gif');

if (!collisionArray(posxArray ,posyArray - 1))

{

--posyArray;

$("#muis").css('top', posyArray \* heightblck + 'px');

}

break;

case 39:

$("#muis").attr('src', 'img/rechts.gif');

if (!collisionArray(posxArray + 1 ,posyArray))

{

++posxArray;

$("#muis").css('left', posxArray \* widthblck + 'px');

}

break;

case 40:

$("#muis").attr('src', 'img/beneden.gif');

if (!collisionArray(posxArray ,posyArray + 1))

{

++posyArray;

$("#muis").css('top', posyArray \* heightblck + 'px');

}

break;

}

// check collision kaas

if (checkpos(cheespos , posxArray ,posyArray))

{

++cheescollitions;

updatetext();

randominworldchees();

}

// check collision kat

if(checkpos(catpos , posxArray , posyArray) && catisalive)

{

world.empty();

/\*MEDIA QUERY met JAVA-script ;) !!\*/

/\* http://www.alsacreations.com/article/lire/1500-matchmedia-javascript-media-queries.html \*/

if (window.matchMedia("(min-width: 1445px)").matches) {

world.css( "background-image" , "url(img/dead.gif");

world.empty();

} else {

world.css( "background-image" , "url(img/dead.gif");

world.css( "background-size", "contain");

world.empty();

}

document.getElementById('timer').innerHTML = "TOM : 1 - JERRY : 0 ";

}

// check collision gat

if(checkpos(holepos , posxArray , posyArray) && cheescollitions >= cheestoeat[level])

{

catisalive = false;

clearInterval(timer);

++level;

if(WORLDS.length > level)

{

changelevel();

cheescollitions;

randominworldchees();

antalSeconden += leveltijd[level];

timer = setInterval(tijd, 1000);

}

else

{ /\*MEDIA QUERY met JAVA-script ;) !!\*/

/\* http://www.alsacreations.com/article/lire/1500-matchmedia-javascript-media-queries.html \*/

world.empty();

if (window.matchMedia("(min-width: 1445px)").matches) {

world.css( "background-image" , "url(img/einde.gif");

world.empty();

} else {

world.css( "background-image" , "url(img/einde.gif");

world.css( "background-size", "contain");

world.empty();

}

}

}

/\*¨hier vindt u een tweede manier \*/

/\*

if((a.which) === 37) {

$("#muis").attr('src', 'img/links.gif');

$("#muis").animate({ "left": "-=8px" }, 0);}

if((a.which) === 38) {

$("#muis").attr('src', 'img/omhoog.gif');

$("#muis").animate({ "top": "-=8px" }, 0);}

if((a.which) === 39) {

$("#muis").attr('src', 'img/rechts.gif');

$("#muis").animate({ "left": "+=8px" }, 0);}

if((a.which) === 40) {

$("#muis").attr('src', 'img/beneden.gif');

$("#muis").animate({ "top": "+=8px" }, 0); }

\*/

});

});

function tijd() {

antalSeconden -= 1;

if (antalSeconden <= 10 && antalSeconden % 2 == 0) {

$("#timer").css("background-color", "red");

}

if (antalSeconden <= 10 && antalSeconden % 2 != 0)

{

$("#timer").css("background-color", "black");

}

//stopt het afloop

if (antalSeconden == 0) {

clearInterval(timer);

if(checkpos(holepos , posxArray , posyArray))

{

++level;

if(WORLDS.length > level)

{

catisalive = false;

changelevel();

randominworldchees();

cheescollitions=0;

antalSeconden += leveltijd[level];

timer = setInterval(tijd, 1000);

}

else

{

world.empty(); /\*MEDIA QUERY met JAVA-script ;) !!\*/

/\* http://www.alsacreations.com/article/lire/1500-matchmedia-javascript-media-queries.html \*/

if (window.matchMedia("(min-width: 1445px)").matches) {

world.css( "background-image" , "url(img/einde.gif");

world.empty();

} else {

world.css( "background-image" , "url(img/einde.gif");

world.css( "background-size", "contain");

world.empty();

}

}

}

else

{

//alert("Hurry up the cat is comming !!")

world.empty();

// world.css( "background-image" , "url(img/dead.gif");

}

}

updatetext();

}

function updatetext()

{

if (antalSeconden > 9)

//zorgt voor een update elke second. Zodat het timer ook efectief door de user kan gezien worden.

{

document.getElementById('timer').innerHTML = antalSeconden + " sec Cheese: " + cheescollitions + "/" + cheestoeat[level];

} else {

document.getElementById('timer').innerHTML = "0" + antalSeconden + " sec Cheese:" + cheescollitions + "/" + cheestoeat[level];

}

if (antalSeconden == 1)

{

world.empty();

/\*MEDIA QUERY met JAVA-script ;) !!\*/

/\* http://www.alsacreations.com/article/lire/1500-matchmedia-javascript-media-queries.html \*/

if (window.matchMedia("(min-width: 1445px)").matches) {

world.css( "background-image" , "url(img/dead.gif");

world.empty();

} else {

world.css( "background-image" , "url(img/dead.gif");

world.css( "background-size", "contain");

world.empty();

}

document.getElementById('timer').innerHTML = "YOU LOSE!!";

}

}

$(function () {

antalSeconden = leveltijd[level];

timer = setInterval(tijd, 1000);

});

**STIJL.CSS**

body

{

background-image: url(img/naturebackgr.jpg);

background-repeat: no-repeat;

background-position: center center;

background-attachment: fixed;

-webkit-background-size:cover;

-moz-background-size:cover;

-o-background-size:cover;

background-size: cover;

width: 99%;

height: 100%;

margin-top: 0px;

margin-bottom: 0px;

}

#spelruimte

{

background-image: url("img/backgr2.png");

height: 77vh;

width: 62.5vw;

float: left;

border: solid;

-webkit-background-size:cover;

-moz-background-size:cover;

-o-background-size:cover;

background-size: cover;

border-color: saddlebrown;

margin-left: 20vw;

margin-top: 40px;

}

#informatie

{

background-color: saddlebrown;

height: 9vh;

width: 62.5vw;

margin-left: 20vw;

border: solid yellow;

float: left;

}

#buttonMute{

/\* width: 10vw;

height: 100vh;\*/

margin-left: 15vw;

float: left;

}

#muis{

position: absolute;

}

#timer

{

/\*

border-right-width: 6px;

\*/

font-size: 4vw;

}

#mute

{

/\* margin-left: 2vw;\*/

}

p

{

color: yellow;

font-size: 85px;

margin-left: 15px;

margin-top: 7px;

float: left;

}

#joystickLeft

{

float: left;

margin-left:15%;

}

#joystickRight

{

float: left;

margin-left: 33%;

}

@media all and (max-width: 1445px) {

#joystickLeft { visibility: visible; } /\* IPHONE 6 MAAT \*/

#joystickRight { visibility: visible; }

#spelruimte { height:80vh; width: 92vw; margin-left: 3vw; }

#informatie { width: 92vw; margin-left: 3vw; }

body { background-image: url(img/backgrMobile.png); background-repeat:repeat-y; }

}

@media all and (min-width: 1446px) {

#joystickLeft { visibility: hidden; }

#joystickRight { visibility: hidden; }

}