UD5. Activity 3

MULTIMEDIA CONTENT IMPLEMENTATION

Toni Barceló García

IES JOAN RAMIS I RAMIS | DAW

Content Table

UD5. Activity 3

You need to create a ping pong game using HTML5 Canvas.

You have an example done on github and you need to add style to the game, create a bigger canvas, and add extra options:

- Run and stop buttons
- Speed inputs (for the X and Y axis) to raise or lower the speed. If values are set to 0 the ball will stop, if a value is set to negative values, the direction will change.

Source Github project

If you clone the project, you will have all the activities I have done so far sorted by folders in "activities" root directory.

Source project:
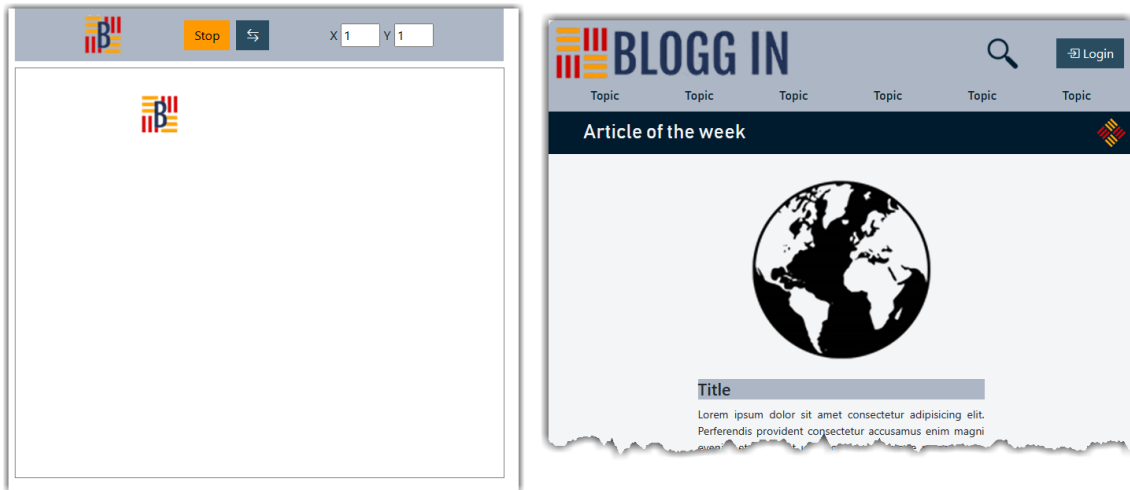https://github.com/abarcelogarcia/abarcelogarcia.github.io

Root folder for this activity
activities/ UD5A_3_Canvas

STYLE

I have used the same style of the BloggIN website that I have been modifying during all the previous tasks based on Bootstrap modified with Sass

Instead of a ball I have used the logo of the website in mobile version.

The buttons and colours are the same as on the website.

Stop / Start

I have put the setInterval function inside another function that executes on a load event.

The setInterval function is assigned to a variable that I pass as a parameter to a clearInterval to stop the process and stop the logo.

```
function stop() {

  clearInterval(start);
  stopStart.textContent = "Continue";
  stopStart.setAttribute("onclick", "startGame()");



}
```

Reverse direction

I have created a function that, executed with an onclick of a button, inverts the value of the directions so that the logo goes in the opposite direction to the one it is going.

```
function direcctionChange() {

    directionX *= -1;
    directionY *= -1;


}
```

X, Y coordinates

The speed of the logo can be controlled by the inputs according to its coordinate. If we increase the number, we indicate how many units it should move in that coordinate. If the number is negative, it reverses direction.
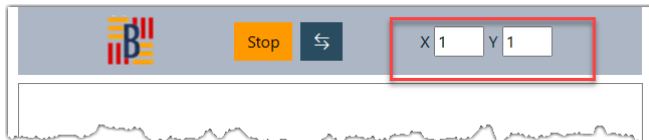
When the logo goes to the end (X or Y) of the canva, the direction goes to be negative. In the code, I must take it into to act accordingly. Also, If the value entered in X and Y is 0, the logo stops.

```
function changeValuesXY() {

    let newDirectionX = (parseInt(inputX.value));
    let newDirectionY = (parseInt(inputY.value));


    if ((directionX < 0) && (newDirectionX > 0) || (directionX > 0) && (newDirectionX < 0)) {

        newDirectionX *= -1;

    }

    if ((directionY < 0) && (newDirectionY > 0) || (directionY > 0) && (newDirectionY < 0)) {

        newDirectionY *= -1;

    }

    directionX = newDirectionX;
    directionY = newDirectionY;

}
```