

Ping Game using JavaScript

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HTML CODE

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
  <title>Ping Pong Game</title>
```

```
</head>
```

```
<body style="background-color:gray">
```

```
  <canvas id="table" width="600" height="400"></canvas>
```

```
  <script src="p_p.js"></script>
```

```
</body>
```

```
</html>
```

Just HTML



JavaScript CODE

Selecting the Canvas

```
let can = document.getElementById("table");
```

```
let draw_ = canvas.getContext('2d');
```

Drawing Shapes

```
draw_.fillStyle = color; // Rectangle  
draw_.fillRect(x, y, w, h);
```

```
draw_.fillStyle = color;  
draw_.beginPath();  
draw_.arc(x,y,r,0,Math.PI*2,false); // 0-start angle & false- clockwise direction  
draw_.closePath();  
draw_.fill();
```

Output



Creating Object

- **User**
- **Computer**
- **Ball**
- **Separator**
- **Score card**

```
const ball = {  
  x : can.width/2,  
  y : can.height/2,  
  radius : 10,  
  vel_in_x_dir : 5,  
  vel_in_y_dir : 5,  
  speed : 7,  
  color : "Green"  
}
```

```
const Separator = {  
  x : (can.width - 2)/2,  
  y : 0,  
  height : 10,  
  width : 2,  
  color : "white"  
}
```

User Object

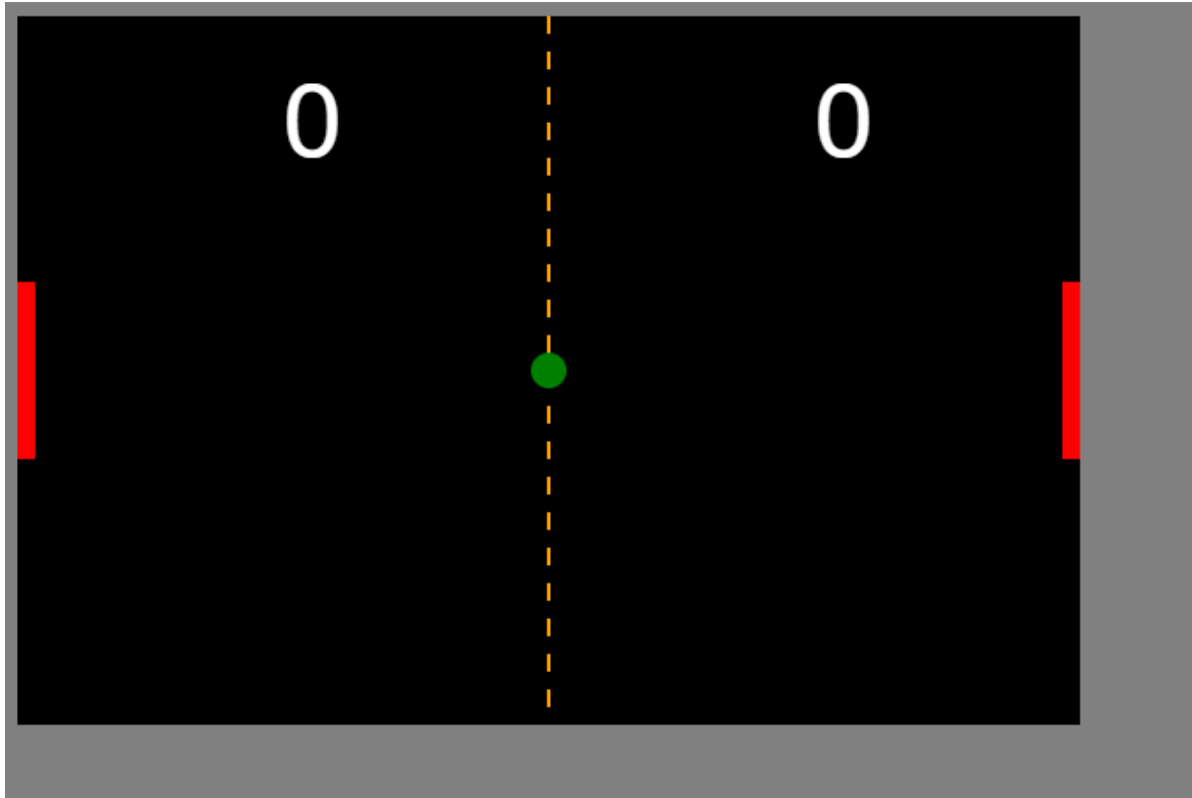
```
const User_Bar = {  
  x : 0,  
  y : (can.height - 100)/2,  
  width : 10,  
  height : 100,  
  score : 0,  
  color : "white"  
}
```

```
const CPU_Bar = {  
  x : can.width - 10,  
  y : (can.height - 100)/2,  
  width : 10,  
  height : 100,  
  score : 0,  
  color : "white"  
}
```

Required Functions:

- **Two vertical bars**
- **One ball**
- **Separator**
- **Score card**
- **Helper**
- **CallBack**

Output:



Update Function

- **How to move our bar (Movements)**
- **How to detect collisions**
- **How to update our scores**

IT'S DONE!

Thank You