

3 Game

1. Game Ular

Index.html

```
<!DOCTYPE html>
<html lang="id">
<head>
  <meta charset="UTF-8" />
  <meta name="viewport" content="width=device-width, initial-
scale=1" />
  <title>Game Ular</title>
  <link rel="stylesheet" href="style.css" />
</head>
<body>
  <h1>Game Ular</h1>
  <div class="game-area">
    <canvas id="gameCanvas" width="400" height="400"></canvas>
  </div>
  <p>Score: <span id="score">0</span></p>
  <button id="restartBtn">Mulai Ulang</button>

  <script src="script.js"></script>
</body>
</html>
```

CSS

```
body {
  font-family: Arial, sans-serif;
  background-color: #222;
  color: #eee;
  text-align: center;
  padding: 2rem;
}

h1 {
  margin-bottom: 1rem;
}

.game-area {
  margin: 0 auto;
  width: 400px;
  height: 400px;
  background-color: #111;
  border: 2px solid #eee;
  border-radius: 10px;
  position: relative;
}

canvas {
  background-color: #000;
  display: block;
  margin: 0 auto;
  border-radius: 10px;
}
```

```

button {
  margin-top: 1rem;
  padding: 0.5rem 1.5rem;
  font-size: 1rem;
  cursor: pointer;
  border: none;
  border-radius: 5px;
  background-color: #4caf50;
  color: white;
}

button:hover {
  background-color: #388e3c;
}

```

JS

```

const canvas = document.getElementById('gameCanvas');
const ctx = canvas.getContext('2d');
const scoreEl = document.getElementById('score');
const restartBtn = document.getElementById('restartBtn');

const box = 20; // ukuran kotak ular dan makanan
const canvasSize = 400;

let snake = [];
let direction;
let food;
let score;
let game;

function init() {
  snake = [
    { x: 9 * box, y: 10 * box },
    { x: 8 * box, y: 10 * box },
    { x: 7 * box, y: 10 * box }
  ];
  direction = 'RIGHT';
  createFood();
  score = 0;
  scoreEl.textContent = score;
  if (game) clearInterval(game);
  game = setInterval(draw, 100);
}

function createFood() {
  food = {
    x: Math.floor(Math.random() * (canvasSize / box)) * box,
    y: Math.floor(Math.random() * (canvasSize / box)) * box
  };
  // Pastikan makanan tidak muncul di posisi ular
  for (let part of snake) {
    if (part.x === food.x && part.y === food.y) {
      createFood();
      break;
    }
  }
}

```

```

}

function draw() {
  ctx.fillStyle = '#000';
  ctx.fillRect(0, 0, canvas.width, canvas.height);

  // gambar ular
  for (let i = 0; i < snake.length; i++) {
    ctx.fillStyle = i === 0 ? '#4caf50' : '#8bc34a';
    ctx.fillRect(snake[i].x, snake[i].y, box, box);
    ctx.strokeStyle = '#33691e';
    ctx.strokeRect(snake[i].x, snake[i].y, box, box);
  }

  // gambar makanan
  ctx.fillStyle = '#f44336';
  ctx.fillRect(food.x, food.y, box, box);

  // posisi kepala ular sekarang
  let headX = snake[0].x;
  let headY = snake[0].y;

  // arah gerak
  if (direction === 'LEFT') headX -= box;
  else if (direction === 'RIGHT') headX += box;
  else if (direction === 'UP') headY -= box;
  else if (direction === 'DOWN') headY += box;

  // cek tabrakan dengan tubuh
  for (let i = 0; i < snake.length; i++) {
    if (headX === snake[i].x && headY === snake[i].y) {
      gameOver();
      return;
    }
  }

  // cek tabrakan dengan dinding
  if (headX < 0 || headX >= canvasSize || headY < 0 || headY >=
canvasSize) {
    gameOver();
    return;
  }

  // jika makan makanan
  if (headX === food.x && headY === food.y) {
    score++;
    scoreEl.textContent = score;
    createFood();
  } else {
    snake.pop(); // hapus ekor jika tidak makan
  }

  // tambah kepala baru
  snake.unshift({ x: headX, y: headY });
}

function gameOver() {
  clearInterval(game);
}

```

```

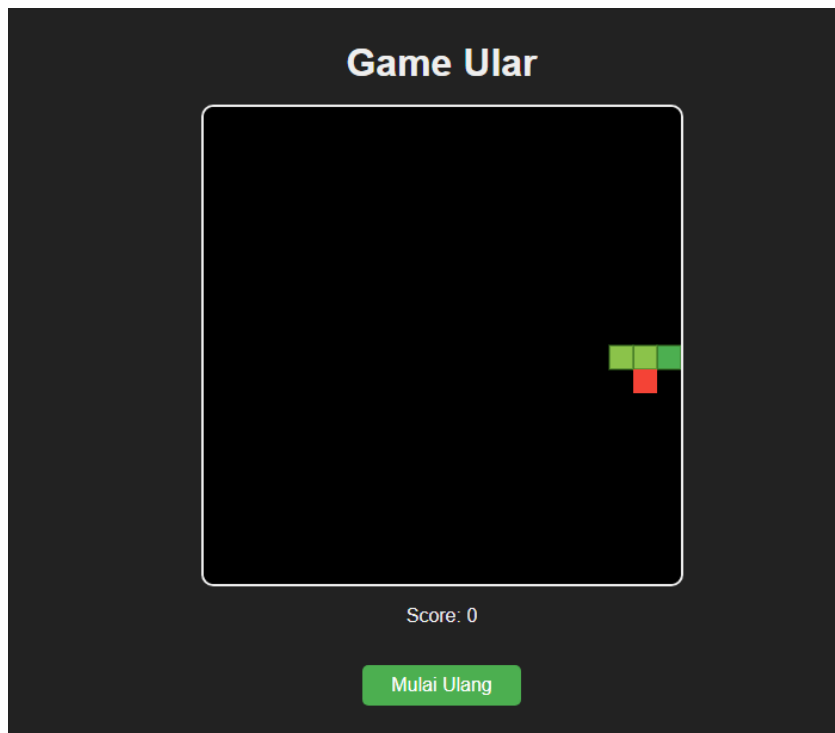
    alert('Game Over! Skor kamu: ' + score);
}

document.addEventListener('keydown', function (e) {
    if (e.key === 'ArrowLeft' && direction !== 'RIGHT') direction =
'LEFT';
    else if (e.key === 'ArrowRight' && direction !== 'LEFT')
direction = 'RIGHT';
    else if (e.key === 'ArrowUp' && direction !== 'DOWN') direction =
'UP';
    else if (e.key === 'ArrowDown' && direction !== 'UP') direction =
'DOWN';
});

restartBtn.addEventListener('click', init);

// mulai game
init();

```



2. Game Klik Cepat

Index.html

```

<!DOCTYPE html>
<html lang="id">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Klik Cepat</title>
    <link rel="stylesheet" href="style.css">
</head>

```

```

<body>
  <div class="container">
    <h1>Klik Cepat!</h1>
    <p>Klik sebanyak-banyaknya dalam 5 detik!</p>
    <button id="clickBtn" onclick="handleClick()" disabled>KLIK
SAYA!</button>
    <p>Skor: <span id="score">0</span></p>
    <p id="status"></p>
    <button onclick="startGame()">Mulai Game</button>
  </div>
  <script src="script.js"></script>
</body>
</html>

```

CSS

```

body {
  font-family: sans-serif;
  text-align: center;
  background: #2c3e50;
  color: #ecf0f1;
  padding-top: 50px;
}

.container {
  background-color: rgba(0, 0, 0, 0.3);
  display: inline-block;
  padding: 20px;
  border-radius: 10px;
}

button {
  font-size: 20px;
  padding: 15px 30px;
  margin: 10px;
  cursor: pointer;
}

```

JS

```

let score = 0;
let isPlaying = false;
let timer;

function startGame() {
  score = 0;
  isPlaying = true;
  document.getElementById("score").textContent = score;
  document.getElementById("status").textContent = "Waktu dimulai!";
  document.getElementById("clickBtn").disabled = false;

  timer = setTimeout(() => {

```

```

        isPlaying = false;
        document.getElementById("clickBtn").disabled = true;
        document.getElementById("status").textContent = "Waktu habis! Skor
akhir: " + score;
    }, 5000);
}

function handleClick() {
    if (!isPlaying) return;
    score++;
    document.getElementById("score").textContent = score;
}

```



3. Game Lompat

Index.html

```

<!DOCTYPE html>
<html lang="id">
<head>
    <meta charset="UTF-8">
    <title>Game Cowok Lompatan</title>
    <link rel="stylesheet" href="style.css">
</head>
<body>
    <h1>Cowok Lompatan</h1>
    <div id="game">
        <div id="cowok"></div>
        <div id="rintangan"></div>
    </div>
    <p id="status">Tekan tombol spasi untuk lompat!</p>
    <script src="script.js"></script>
</body>
</html>

```

CSS

```
body {
  font-family: Arial, sans-serif;
  text-align: center;
  background-color: #d0f0fc;
}

#game {
  position: relative;
  width: 600px;
  height: 200px;
  margin: 50px auto;
  border: 2px solid #333;
  background-color: #fff;
  overflow: hidden;
}

#cowok {
  position: absolute;
  bottom: 0;
  left: 50px;
  width: 40px;
  height: 60px;
  background-color: #3498db;
  border-radius: 5px;
}

#rintangan {
  position: absolute;
  bottom: 0;
  right: 0;
  width: 30px;
  height: 50px;
  background-color: #e74c3c;
  animation: gerakRintangan 2s linear infinite;
}

@keyframes gerakRintangan {
  0% { right: -30px; }
  100% { right: 100%; }
}

.lompat {
  animation: lompat 0.5s ease;
}

@keyframes lompat {
  0% { bottom: 0; }
  50% { bottom: 100px; }
  100% { bottom: 0; }
```

```

}

#status {
  font-size: 18px;
  color: #333;
}

```

JS

```

const cowok = document.getElementById("cowok");
const rintangan = document.getElementById("rintangan");
const statusText = document.getElementById("status");

document.body.addEventListener("keydown", function(event) {
  if (event.code === "Space") {
    if (!cowok.classList.contains("lompat")) {
      cowok.classList.add("lompat");

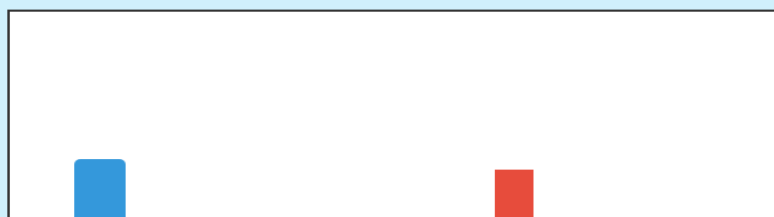
      setTimeout(() => {
        cowok.classList.remove("lompat");
      }, 500);
    }
  }
});

let gameLoop = setInterval(() => {
  const cowokTop =
    parseInt(window.getComputedStyle(cowok).getPropertyValue("bottom"));
  const rintanganLeft =
    parseInt(window.getComputedStyle(rintangan).getPropertyValue("right"));

  if (rintanganLeft > (550 - 50) && rintanganLeft < (550 - 10) &&
    cowokTop < 50) {
    statusText.textContent = "Game Over! Reload untuk main lagi.";
    rintangan.style.animation = "none";
    rintangan.style.right = rintanganLeft + "px";
    clearInterval(gameLoop);
  }
}, 10);

```

Cowok Lompatan



Tekan tombol spasi untuk lompat!