

Project A: A Cutty Froggy is caught in the rain in Garden

User's Guide

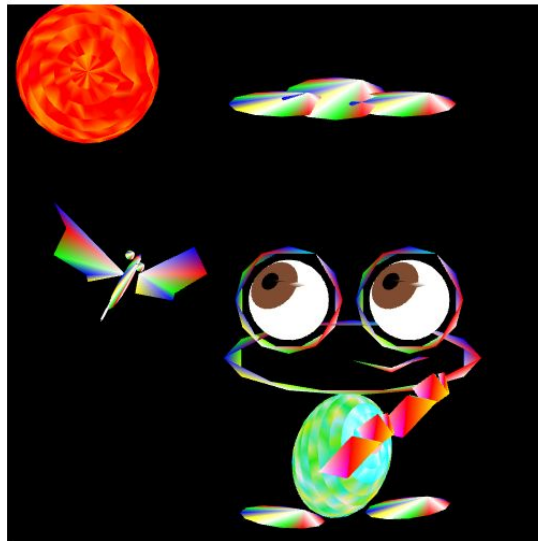
The three main parts of my canvas are a running frog, a flying bird and the variable weather. In the garden, the cute frog is running and trying to catch a colorful bird. The bird tries to dodge and his tail moves when he flies. He is so smart and its eyes is rotating. The emotion of the frog will be different as the weather changing from sunny to rain. When it starts raining, the frog will be upset. And when the rain stops, frog smiles again.

This project also offers you a function to control the moving of those animales. Tips are as follows.

- Button
 1. *clear* can clear mouse dragging coordinates;
 2. *spin* can adjust the speed of moving of frog, bird and clouds, *spin>>* increases the moving speed, *spin<<* decreases the moving speed;
 3. *run/stop* can run or stop the moving;
- Keys
 1. Press *right-arrow* key can increase the moving speed and press *left-arrow* key can decrease the moving speed;
 2. Press *F1* will show a brief users' guide on browser canvas!
 3. When you press keys, canvas will show relative reaction information of your step!
- Mouse Dragging
 1. Dragging mouse on the central of canvas can rotate the eyeball of forg. And his body also moves with the mouse dragging. The position of bird will also change.
- Mouse Click on the Screen
 1. If you click on the screen, the position of the birds will change. You can put the naughty bird as where as you want.
- Color and Shape change
 1. When it is sunny, the sun's color is red and shape is big and when it's raining, color turns to gloomy and small. The raining drops will show on the screen when it is raining.
- Text
 1. You can type in the text table to set your favorite moving speed!

You can type the moving speed you want at here! (0 < speed < +180 deg):

Results



CurrentAngle= -84.80999999999995

You can type the moving speed you want at here! (0 < speed < +180 deg):

Submit

Open the JavaScript Console, please:

(right-click-->'Inspect Element'-->'Console' tab)

Try all the keys on the keyboard, and you will see a magical world on console!

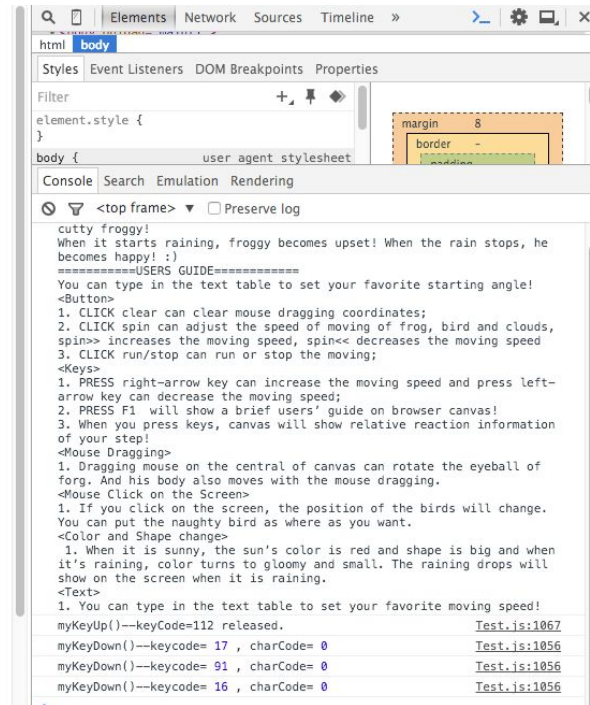
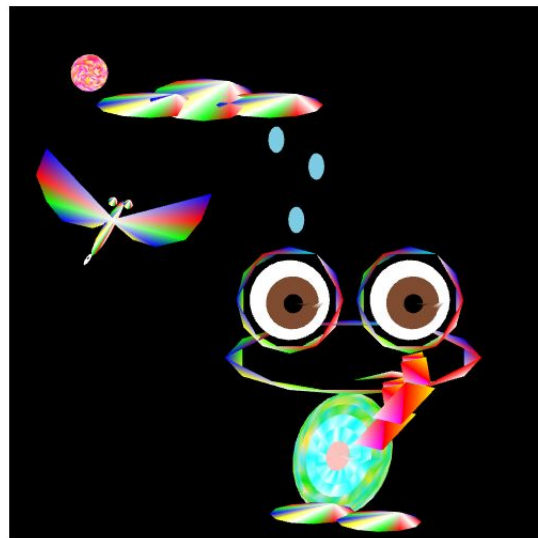


Fig. 1 Look! The frog is smiling because it is sunny moment! **Big sun, smiling face, no raining drops :P**



CurrentAngle= 14.870000000000088

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Submit

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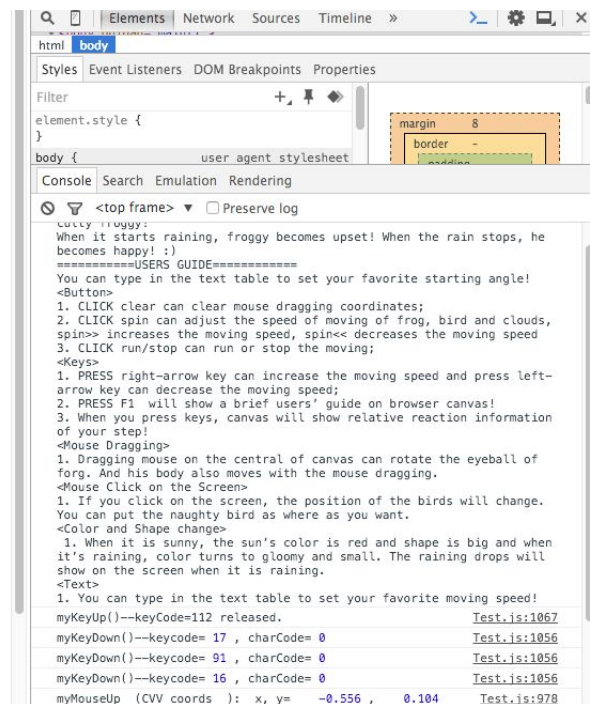
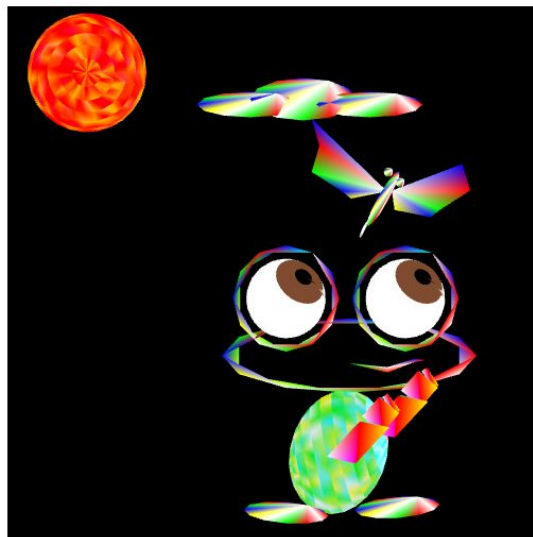


Fig. 2 Oh~! Running! Froggy! Start raining! How upset is he! He is running for a shelter! **Small sun, upset face and drops !:(**



CurrentAngle= -62.909999999999904

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myKeyDown()--keyCode=16

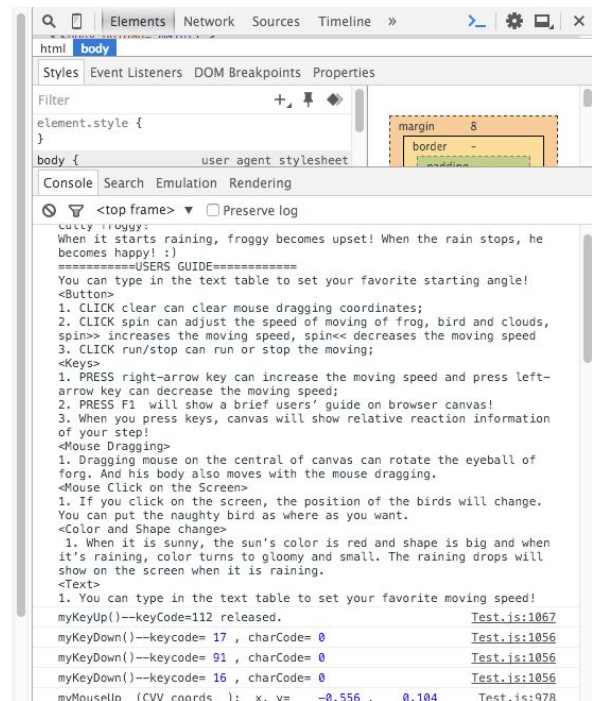
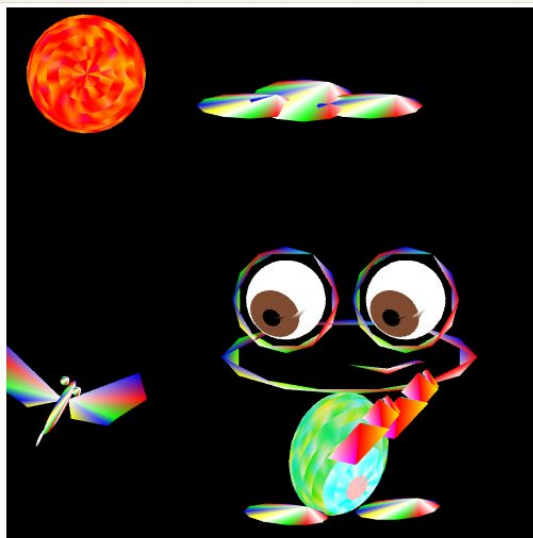


Fig. 3 He is seeing another direction! maybe it is because he finds a good shelter! :)



CurrentAngle= -62.909999999999904

You can type the moving speed you want at here! (0 < speed < +180 deg):

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(right-click-->'Inspect Element'-->'Console' tab)

Try all the keys on the keyboard, and you will see a magical world on console!

myKeyDown()--keyCode=16

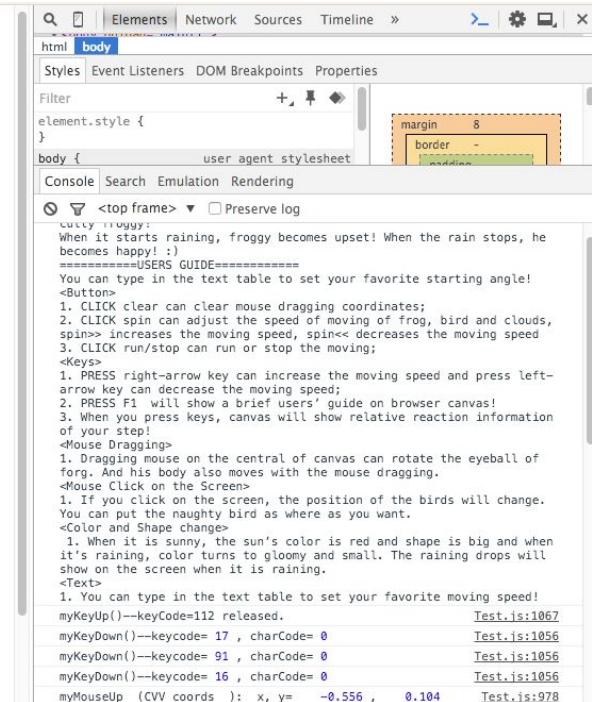


Fig. 4 What attracts his attention? ..?