

index.html

```
<!doctype html>

<html>

<head>

<meta charset="utf-8">

<title>Pegue a Bandeira</title>

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

<script type="text/javascript" src="js/jquery-1.10.2.min.js"></script>

<script type="text/javascript" src="js/js.js"></script>

</head>


<body>

    <h1>Pegue a bandeira !</h1>

    <div id="fundo">

        <div id="inicio" onClick="canvasApl()"><p class="titulo">Bem-
vindo ao jogo!!</p><p class="paragrafo">Clique ou toque aqui para iniciar</p>

        </div>

        <canvas id="canvasGame" width="500" height="500"></canvas>

    </div>

</body>

</html>
```

estilos.css

```
@font-face {

    font-family: Texto;

    src: url(../fontes/dirtyheadline.ttf);

}


body {

    background-image: url(../imgs/fundo.jpg);

}
```

```
h1 {  
  
    padding-top: 20px;  
    padding-bottom: 20px;  
    background-color:#666;  
    color:#FFF;  
    text-align:center;  
    font-family:Textto;  
    font-size: 50px;  
}
```

```
#fundo {  
  
    width:450px;  
    height:450px;  
    border-width:5px;  
    border-style:solid;  
    border-color:#FFF;  
    margin:auto;  
    position: relative;  
    overflow: hidden;;  
    z-index:1;
```

```
}
```

```
#inicio {  
  
    width:350px;  
    height:350px;  
    background-color:#FFF;  
    margin-left:auto;  
    margin-right:auto;  
    margin-top:50px;  
    padding:5px;  
    z-index:1;
```

```
}
```

```
.titulo {
```

```

        text-align:center;

        font-family:Texto;

        font-size: 50px;

        color:#F00;

    }

    .paragrafo {

        text-align:center;

        font-family:Texto;

        font-size: 30px;

        color:#000;

    }

```

js.js

```

function canvasApl(){
    $("#inicio").hide();

    var exibeCanvas = document.getElementById("canvasGame");
    var context = exibeCanvas.getContext("2d");
    var imagemMapeada=new Image();

    imagemMapeada.addEventListener('load', gameLoop , false);
    imagemMapeada.src="imgs/mapa.png";

    //Variáveis de definição do mapa
    var mapaLinhas = 15;
    var mapaColunas = 15;
    var Mapa = [

        [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
        , [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
        , [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
        , [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
        , [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
        , [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
        , [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
        , [0,0,0,20,0,0,0,0,0,20,0,0,0,0,0]
        , [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
    ]

```

```

, [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
, [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
, [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
, [0,0,0,0,0,0,0,0,0,0,0,0,0,20,0,0]
, [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
, [0,0,0,0,0,0,0,20,0,0,0,0,0,0,0,0]
];

```

```

//Função GameLoop

```

```

function gameLoop() {
    setInterval(desenhaTela, 50 );

```

```

}

```

```

//Função responsável em desenhar o mapa no canvas

```

```

function desenhaTela() {

```

```

    for (var linha=0;linha<mapaLinhas;linha++) {
        for (var coluna=0;coluna<mapaColunas;coluna++){
            var mapaId = Mapa[linha][coluna];
            var sourceX = Math.floor(mapaId % 8) *32;
            var sourceY = Math.floor(mapaId / 8) *32;
            context.drawImage(imagemMapeada, sourceX,
                sourceY,32,32,coluna*32,linha*32,32,32);
        }
    }

```

```

    }
}

```

```

} //Fim da função canvasApl()

```