

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

```
//Variáveis de definição do tanquel
```

```
var tanquelFrames=[1,2,3,4,5,6,7,8];
```

```
var tanquelIndex=0;
```

```
var tanquelRotation=90;
```

```
var tanque1X=Math.floor(Math.random() * 400);
```

```
var tanque1Y=Math.floor(Math.random() * 400);
```

```
//Função GameLoop
```

```
function gameLoop() {
```

```
    setInterval(desenhaTela, 50 );
```

```
    setInterval(desenhaTank,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);
```

```
        }
```

```
    }
```

```
}
```

```
//Função responsável em desenhar o tanque1 no mapa
```

```
function desenhaTank() {
```

```
    angleInRadians =tanque1Rotation * Math.PI / 180;
```

```
    context.translate(tanque1X+16, tanque1Y+16);
```

```
    context.rotate(angleInRadians);
```

```
    var sourceX=Math.floor(tanque1Frames[tanque1Index] % 8) *32;
```

```
        var sourceY=Math.floor(tanque1Frames[tanque1Index] / 8) *32;

        context.drawImage(imagemMapeada, sourceX, sourceY,32,32,-16,-
16,32,32);

        context.setTransform(1,0,0,1,0,0);

        tanque1Index++;

        if (tanque1Index ==tanque1Frames.length) {

            tanque1Index=0;

        }

    }

} //Fim da função canvasApl()
```