Xiaoyu Yan

c4yanxia

1001670293

1. Object
    a. Bug:
    (1) x: x coordinate.
    (2) y: y coordinate.
    (3) counter: calculate fade time.
    (4) size: bugs size.
    (5) live: if live=false, bug stops moving and begin to fade out.
    (6) Target: the closest food.
    (7) rad: the angle toward target.
    (8) score: bugs value.
    (9) alpha: bug's alpha value, used to control fade out.
    (10)color: bug's color.
    (11)defColor(): randomly decide new bug's color.
    (12)search(): function to search nearest food.
    (13)update(): calculate bug's new coordinate, speed, moving angle.
    (14)render(): draw bug in canvas.

    b. Target:
    (1) x: bug closest food's x coordinate.
    (2) y: bug closest food's y coordinate.
    (3) dx: x coordinate distance between bug and target.
    (4) dy: y coordinate distance between bug and target.
    (5) cos: the cos value of the angle between bug and target.
    (6) sin: the sin value of the angle between bug and target.
    (7) dst: the distance between bug and target.

    c. Food:
    (1) x: x coordinate, x = foodSize + Math.random() * (canvas.width - 2 * foodSize);
    (2) y: y coordinate, y = Math.random() * (canvas.height / 2) + canvas.height / 2 - foodSize; # y below 50% of the canvas height.
    (3) size: food size.
    (4) color: food color.
    (5) render(): draw food in canvas.

    d. Global:
    (1) canvas: the canvas element.

(2) btn: Play/Pause button
(3) TIME: Constant set the game counter.
(4) time: store game counter.
(5) clickRadius: click detection rang to kill bugs.
(6) state: game state: paly, pause, over, win.
(7) foodSize: constant to define foodsize.
(8) level: store current game's level.
(9) score: store player's score.
(10) fadeTime: constant to define bug fade out time.
(11) rdm : a random number between 1 to 3, to control randomly generate bugs time.
(12) foods[]: array to store foods in the game.
(13) bugs[]: to store active bugs in game.
(14) frame: frame variable to control frame.
(15) counter: to track game time.
(16) loop(): game loop
(17) changeState(): button function, to switch game state.

2. Data:
    a. local storage variable:
    1) scoreRecord: store the highest score the player ever get.
    2) level: which level the player selected.
    3) levelRecord: the highest level the player reached.
    4) score: store player's score in a game.
3. Algorithm:
    a. if bug is clicked, set bug's live to false, and start to count time, the bug's alpha = 1 – counter/fadetime. when counter = fade time, delete the bug object.
    b. when the distance between bug and food less than food size, delete the food object. bugs keep searching nearest food before updating position.
4. Challenging:
    a. calculating bugs rotating angle.
    b. delete bug and food in proper time.
    c. switch between different state.