

게임프로그래밍

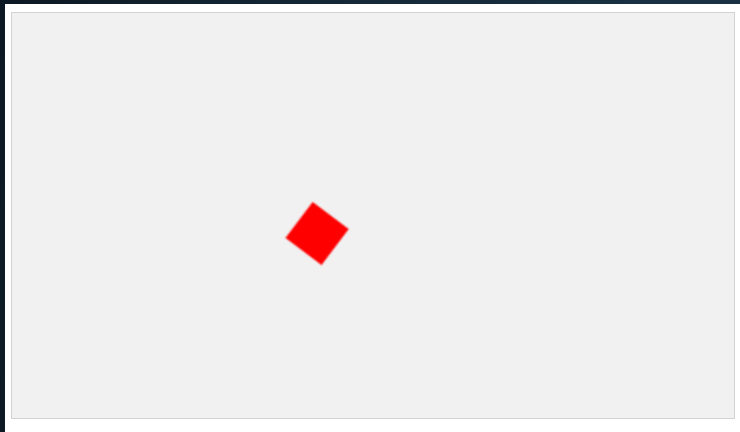
HTML 게임 분석

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게임 소개



Designed by pngtree

코드 분석- viewport

PC

제목을 나타내는 태그

모바일

제목을 나타내는 태그

코드 분석- <head>, <body>

<head> : 문서의 정보가 있음. 브라우저 화면에는 직접적으로 나타나지 않음

<body> 사용자가 볼 수 있는 실제 콘텐츠를 담고 있고, 브라우저에 표시됨

코드 분석

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <meta name="viewport" content="width=device-width, initial-scale=1.0"/>
5 <style>
6 canvas {
7   border:1px solid #d3d3d3;
8   background-color: #f1f1f1;
9 }
10 </style>
11 </head>
12 <body onload="startGame()">
13
14 <script>
15 var myGamePiece;
16
17 function startGame() {
18   myGamePiece = new component(30, 30, "red", 225, 225);
19   myGameArea.start();
20 }
21
22 var myGameArea = {
23   canvas : document.createElement("canvas"),
24   start : function() {
25     this.canvas.width = 480;
26     this.canvas.height = 270;
27     this.context = this.canvas.getContext("2d");
28     document.body.insertBefore(this.canvas, document.body.childNodes[0]);
29     this.frameNo = 0;
```

```
30   this.interval = setInterval(updateGameArea, 20);
31   window.addEventListener('keydown', function (e) {
32     e.preventDefault();
33     myGameArea.keys = (myGameArea.keys || []);
34     myGameArea.keys[e.keyCode] = (e.type == "keydown");
35   })
36   window.addEventListener('keyup', function (e) {
37     myGameArea.keys[e.keyCode] = (e.type == "keydown");
38   })
39 },
40 stop : function() {
41   clearInterval(this.interval);
42 },
43 clear : function() {
44   this.context.clearRect(0, 0, this.canvas.width, this.canvas.height);
45 }
46 }
```

코드 분석

```
function component(width, height, color, x, y, type) {  
  this.type = type;  
  this.width = width;  
  this.height = height;  
  this.speed = 0;  
  this.angle = 0;  
  this.moveAngle = 0;  
  this.x = x;  
  this.y = y;  
  this.update = function() {  
    ctx = myGameArea.context;  
    ctx.save();  
    ctx.translate(this.x, this.y);  
    ctx.rotate(this.angle);  
    ctx.fillStyle = color;  
    ctx.fillRect(this.width / -2, this.height / -2, this.width, this.height);  
    ctx.restore();  
  }  
  this.newPos = function() {  
    this.angle += this.moveAngle * Math.PI / 180;  
    this.x += this.speed * Math.sin(this.angle);  
    this.y -= this.speed * Math.cos(this.angle);  
  }  
}
```

```
function updateGameArea() {  
  myGameArea.clear();  
  myGamePiece.moveAngle = 0;  
  myGamePiece.speed = 0;  
  if (myGameArea.keys && myGameArea.keys[37]) {myGamePiece.moveAngle = -1; }  
  if (myGameArea.keys && myGameArea.keys[39]) {myGamePiece.moveAngle = 1; }  
  if (myGameArea.keys && myGameArea.keys[38]) {myGamePiece.speed= 1; }  
  if (myGameArea.keys && myGameArea.keys[40]) {myGamePiece.speed= -1; }  
  myGamePiece.newPos();  
  myGamePiece.update();  
}  
</script>  
  
<p>Make sure the gamearea has focus, and use the arrow  
  keys to move the red square around.</p>  
</body>  
</html>
```

출처

- <https://chat.openai.com/>
- <https://wikidocs.net/164662>
- <https://lovelysnowi113.tistory.com/1327>
 - <https://slidesgo.com/ko>
- https://kor.pngtree.com/freepng/keyboard-arrow_1698005.html

이상입니다.