INSERT COIN
GAME ZONE

장완수,구혜미,이대원,정민호

목차

기획 의도

기획 의도

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

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기획 의도 – 홈페이지 구성도

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

Part 2,

게임 설명

게임 설명

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

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게임설명 – 초성 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

초성게임

공통 참고사항

한 문제당 제한 시간은 1분 30초이며,
사회자가 임의로 제한 시간 전에 다음 페이지
로 넘길 수 있습니다

제한 시간 안에 문제를 모두 풀지 못하면 게
임이 종료됩니다.

주제 : 게임 이름
난이도 : ☆☆★★★
단 계임덕후가 아니라면 난이도가....
아래 버튼을 눌러 입장하세요
입장하기

게임코드 – 초성 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
1  <!DOCTYPE html>
2  <html>
3
4  <head>
5  <meta charset="utf-8">
6  <script type="text/javascript"
7      src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js"></script>
8  <script type="text/javascript"
9      src="https://ianlunn.co.uk/plugins/jquery-parallax/scripts/jquery.parallax-1.1.3.js"></script>
10 <script type="text/javascript"
11     src="https://ianlunn.co.uk/plugins/jquery-parallax/scripts/jquery.localscroll-1.2.7-min.js"></script>
12 <script type="text/javascript"
13     src="https://ianlunn.co.uk/plugins/jquery-parallax/scripts/jquery.scrollTo-1.4.2-min.js"></script>
14
15
16 <!-- Bootstrap Core CSS -->
17 <link href="gamehm.css" rel="stylesheet" type="text/css" />
18 <link href='//fonts.googleapis.com/css?family=Dosis:400,600' rel='stylesheet' type='text/css'>
19
20
21 <style>
22 header {
23     background: lightgray;
24     height: 200px;
25 }
26
27 footer {
28     position: absolute;
29     left: 0;
30     bottom: 0;
31     width: 100%;
32     padding: 15px 0;
33     text-align: center;
34     color: white;
35     background: blue;
36 }
```

```
38  .pointer_hm li a {
39      cursor: pointer;
40  }
41  </style>
42
43
44
45  </head>
46
47  <body>
48
49
50      <nav>
51          <ul>
52              <li>
53                  <a>직업</a>
54              </li>
55              <li>
56                  <a id="ViewTimer"></a>
57              </li>
58              <li>
59                  <a id ="num_Total">1 / 10</a>
60              </li>
61          </ul>
62      </nav>
63      <br>
64      <br>
65      <div class="hm_origin">
66          <span>초성게임</span>
67      </div>
68
69      <div class="center_hm1">
70          <span>
71              <em id="gameContents01">ㅇㅌㅂ</em>
72          </span>
73      </div>
```

게임코드 – 초성 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
77    <nav>
78        <ul class="pointer_hm">
79
80            <li>
81                <a id="backpage_hm
82            </li>
83            <li>
84                <a id="forpage_hm"
85            </li>
86            <li>
87                <a id="home_hm" hr
88            </li>
89        </ul>
90    </nav>
91
92
93
94
95
96    <script>
97        if (opener != null) {
98            window.close(); //현재
99        }
100
101        $(document).ready(function
102            $(".button a").click(f
103                $(".overlay").fade
104                $(this).toggleClas
105            });
106        });
107        $('.overlay').on('click',
108            $(".overlay").fadeTogg
109            $(".button a").toggleC
110            open = false;
111        });
112
113        $("#backpage_hm
114            history.back
115            return false
116        });
117
118
119        //var arr =
120        var i = 0;
121        var a = 1;
122
123        $("#forpage_
124            a++;
125            if(a==11
126            {
127                a=10
128            }
129
130        var arr
131        if(i ==
132        {
133            aler
134            loca
135        }
136
137        $('#game
138        $('#num_
139        i++;
140
141
142    });
143

149        $(document).ready(function() {
150            $('#home_hm').click(function() {
151                var result = confirm('홈으로 돌아갈까요?');
152                if (result) {
153                    location.replace("/");
154                } else {
155                    return false; //창만 닫아줌.
156
157                }
158            });
159        });
160    </script>
161
162    <script language="JavaScript">
163        var SetTime = 90;        // 최초 설정 시간(기본 : 초)
164        function msg_time() {    // 1초씩 카운트
165            m = Math.floor(SetTime / 60) + "분 " + (SetTime % 60) + "초"; // 남은 시간 계산
166            var msg = "현재 남은 시간은 <font color='red'>" + m + "</font> 입니다.";
167            document.all.ViewTimer.innerHTML = msg;
168            SetTime--;                // 1초씩 감소
169            if (SetTime < 0) {
170                clearInterval(tid);      // 타이머 해제
171                alert("시간 초과!");
172                location.replace("/");
173
174            }
175
176        }
177        window.onload = function TimerStart(){ tid=setInterval('msg_time()',1000) };
178    </script>
179
```

Part 2,

게임설명 – 잰말 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

잰말 게임

잰말놀이   현재 남은 시간은 0분 57초 입니다.   1 / 10

잰말게임 - 빠르고 정확하게!

안촉촉한 초코칩 나라에서 살던 안 촉촉한 초코칩이 촉촉한 초코칩 나라의
촉촉한 초코칩을 보고 촉촉한 초코칩이 되고 싶어서 촉촉한 초코칩 나라에 갔는데
촉촉한 초코칩 나라의 문지기가 '넌 촉촉한 초코칩이 아니고 안 촉촉한 초코칩이니까
안 촉촉한 초코칩 나라에서 살아'라고 해서 안 촉촉한 초코칩은 안 촉촉한 초코칩 나라로 돌아갔다.

다음 문장 받기   홈으로

게임코드 – 잰말 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
20
21 <style>
22 header {
23     background: lightgray;
24     height: 200px;
25 }
26
27 footer {
28     position: absolute;
29     left: 0;
30     bottom: 0;
31     width: 100%;
32     padding: 15px 0;
33     text-align: center;
34     color: white;
35     background: blue;
36 }
37
38 .pointer_hm li a {
39     cursor: pointer;
40 }
41
42 a#gameContents01 {
43     padding: 50px 0 0 0;
44     text-align: center;
45     font-size: 20pt;
46 }
47 </style>
48
49
```

```
51 </head>
52
53 <body>
54
55
56     <nav>
57         <ul>
58             <li>
59                 <a>잰말놀이</a>
60             </li>
61             <li>
62                 <a id="ViewTimer"></a>
63             </li>
64             <li>
65                 <a id="num_Total">1 / 10</a>
66             </li>
67         </ul>
68     </nav>
69     <br>
70     <br>
71     <div class="hm_origin">
72         <span>잰말게임 - 빠르고 정확하게!</span>
73     </div>
74
75     <div class="center_hm2">
76         <span>
77             <a id="gameContents01">
78                 안축축한 초코칩 나라에서 살던 안 축축한 초코칩이 축축한 초코칩 나라의
79                 <br>축축한 초코칩을 보고 축축한 초코칩이 되고 싶어서 축축한 초코칩 나라에 갔는데
80                 <br>
81                 축축한 초코칩 나라의 묻지기가 '넌 축축한 초코칩이 아니고 안 축축한 초코칩이니까
82                 <br>
83                 안 축축한 초코칩 나라에서 살아'라고 해서 안 축축한 초코칩은 안 축축한 초코칩 나라로 돌아갔다.
84             </a>
85         </span>
86     </div>
```

게임코드 – 잰말 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
160            $('#gameContents01').text(arr[i]);
161            $('#num_Total').text((a) + " / 10");
162            i++;
163
```

```
160            $('#gameContents01').text(arr[i]);
161            $('#num_Total').text((a) + " / 10");
162            i++;
163
164
165        });
166
167
168
169
170
171
172
173    $(document).ready(function() {
174        $('#home_hm').click(function() {
175            var result = confirm('홈으로 돌아갈까요?');
176            if (result) {
177                location.replace("/");
178            } else {
179                return false; //창만 닫아줌.
180
181            }
182        });
183    });
184
```

```
184
185
186
187        var SetTime = 60;        // 최초 설정 시간(기본 : 초)
188        function msg_time() {    // 1초씩 카운트
189            m = Math.floor(SetTime / 60) + "분 " + (SetTime % 60) + "초"; // 남은 시간 계산
190            var msg = "현재 남은 시간은 <font color='red'>" + m + "</font> 입니다.";
191            document.all.ViewTimer.innerHTML = msg;
192            SetTime--;                // 1초씩 감소
193            if (SetTime < 0) {
194                clearInterval(tid);       // 타이머 해제
195                alert("시간 초과!");
196                location.replace("/");
197
198            }
199
200        }
201        window.onload = function TimerStart(){ tid=setInterval('msg_time()',1000) };
202    </script>
203
204    <footer> 광고 달 거여 말 거여? </footer>
205
206
207 </body>
208
209 </html>
```

게임설명 – 홀짝 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

홀짝 게임

HOME ABOUT US RANK BOARD BLUE INDIGO PURPLE LOGIN

주사위숫자

홀짝

홀 짝

홀짝 버튼중 하나를 선택하고 실행버튼을 눌러주세요

홀짝 0 0

실행

게임코드 – 홀짝 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
1   <!DOCTYPE html>
2   <html lang="en">
3   <head th:replace="common/head">
4
5   </head>
6   <body>
7
8       <nav th:replace="common/nav"></nav>
9
10      <script>
11
12      </script>
13
14
15      <div class="jumbotron">
16          <div class="container text-center">
17              <form method="post" action="/game
18                  <div class="form-group">
19                      <label for="ran">주사위숫자<
20                      <div>
21                          <img id="image" src="
22                      </div>
23                  </div>
24                  <div class="form-group">
25                      <label for="user_num">홀짝
26                      <button type="button" id=
27                      <button type="button" id=
28                  </div>
29                  <div>
30                      <label for="result">홀짝 버
31                      <button type="button" id=
32                      <button type="button" id=
33                      <button type="button" id=
34                  </div>
35                  <button type="button" id="com
36              </form>
37          </div>
38      </div>
```

```
41  <footer th:replace="common/foote
42
43  <script>
44      var user_num = 0;
45      var r1 = "https://i.ibb.co/Sy
46      var r2 = "https://i.ibb.co/gy
47      var r3 = "https://i.ibb.co/3d
48      var r4 = "https://i.ibb.co/Vl
49      var r5 = "https://i.ibb.co/ss
50      var r6 = "https://i.ibb.co/hN
51      var count = 0;
52      var success = 0;
53
54      $('#a').click(function() {
55          user_num = 1;
56          this.style.color = "red";
57          if (b.style.color == "rec
58              b.style.color = "blac
59          }
60
61      });
62
63      $('#b').click(function() {
64          user_num = 2;
65          this.style.color = "red";
66          if (a.style.color == "rec
67              a.style.color = "blac
68          }
69
70      });
71
```

```
72      $('#complete').click(function() {
73          if (user_num != 0) {
74              var ran = parseInt(Math.random() * 6 + 1);
75              $('#image').attr('src', eval("r" + ran));
76              count++;
77              $('#count').text(count);
78              if (user_num == 1) {
79                  if (ran % 2 == 1) {
80                      $('#result').text("정답");
81                      success++;
82                      $('#success').text(success);
83                  } else if (ran % 2 == 0) {
84                      $('#result').text("오답");
85                  }
86              } else if (user_num == 2) {
87                  if (ran % 2 == 0) {
88                      $('#result').text("정답");
89                      success++;
90                      $('#success').text(success);
91                  } else if (ran % 2 == 1) {
92                      $('#result').text("오답");
93                  }
94              }
95          } else if(user_num == 0) {
96              alert("홀짝을 선택해주세요.");
97          }
98      });
99  </script>
100
101
102 </body>
103 </html>
```
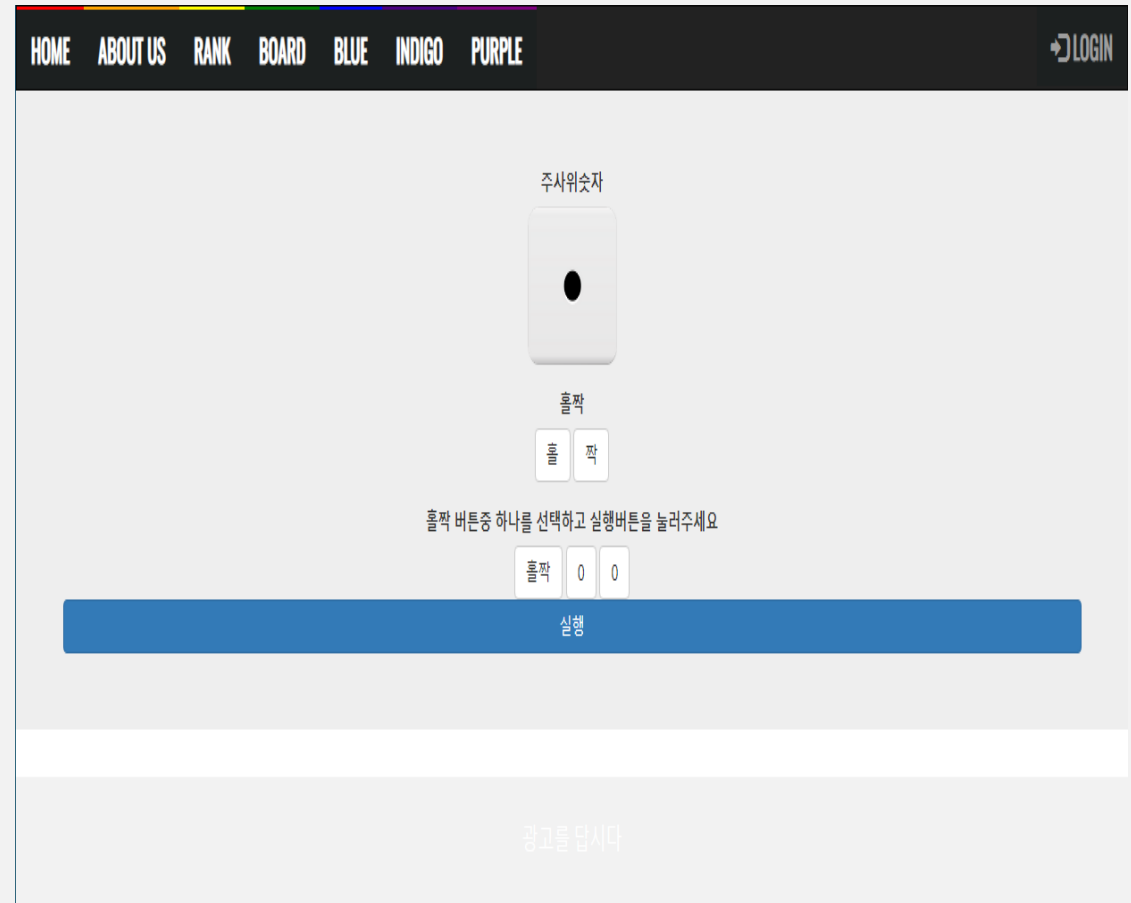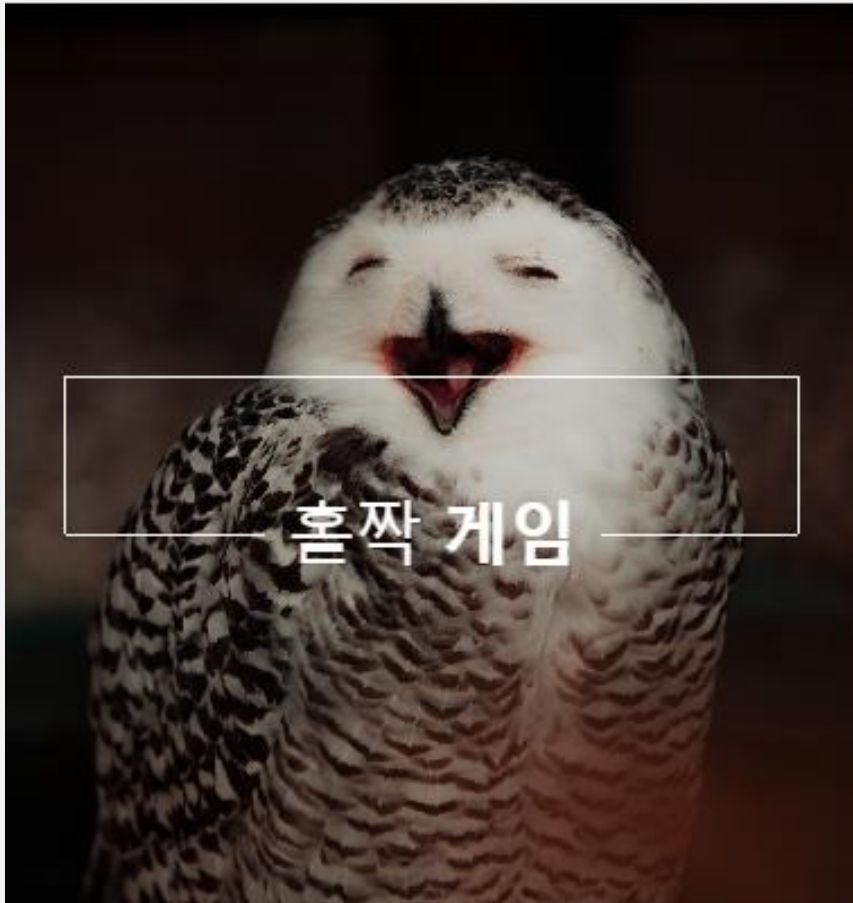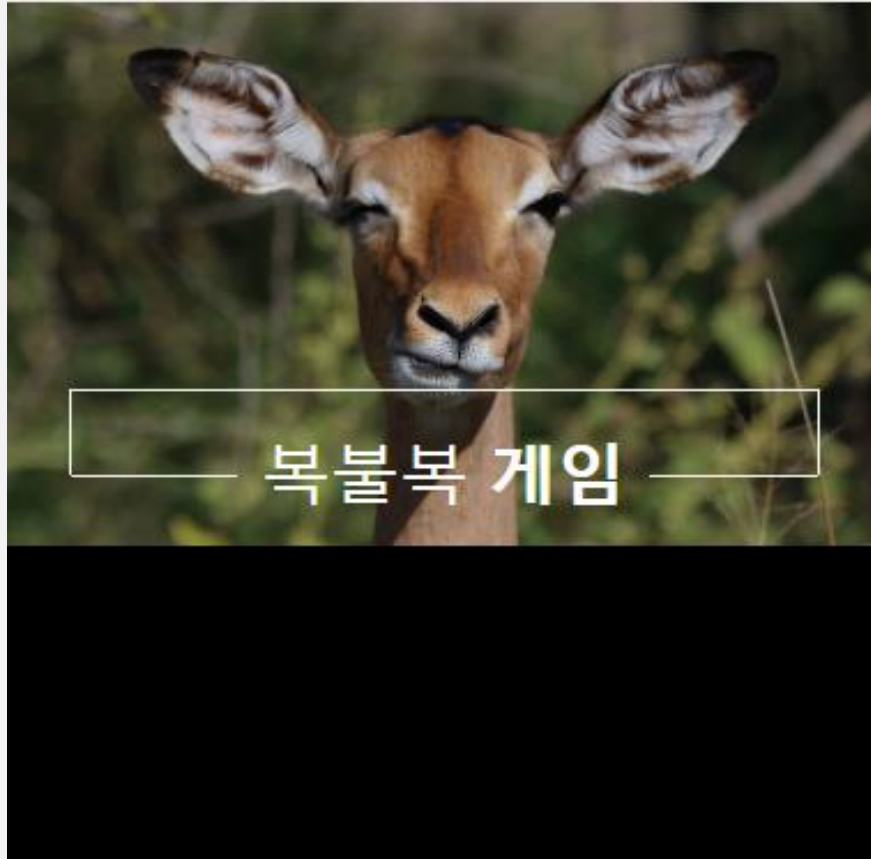
Part 2,

게임설명 – 복불복 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

게임코드 – 복불복 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```html
1  <!DOCTYPE html>
2  <html lang="en">
3  <head th:replace="common/head">
4
5  </head>
6  <body>
7
8      <nav th:replace="common/nav"></nav>
9
10     <script>
11
12     </script>
13
14
15     <div class="jumbotron">
16         <div class="container text-cen
17             <form method="post" action
18                 <label for="result">복불
19                 <label for="result">꽝은
20                 <input id="number_dw"
21                 <button type="button"
22                 <br>
23                 <input id="number_ran"
24                 <button type="button"
25                 <div id="game"></div>
26                 <button type="button"
27             </form>
28         </div>
29     </div>
30
31
32     <footer th:replace="common/footer"
33
34     <script>
35         var ran = [0];
36
37         var num = 0
38
39         var num_ran = 0;
40
41
42         $('#number_dw').on("keyup", function() {
43             $(this).val($(this).val().replace(/[^0-9]/g, ""));
44         });
45
46         $('#number_ran').on("keyup", f
47             $(this).val($(this).val().
48         });
49
50
51         $('#input').click(function() {
52             num = parseInt($('#number_
53         });
54
55         $('#input_ran').click(function
56             num_ran = parseInt($('#num
57         });
58
59         var html = '';
60
61         $('#start_dw').click(function(
62
63             for (var i = 1; i <= num_r
64                 ran[i] = parseInt(Math
65                 for(var j = 0; j < i;
66                     if(ran[j] == ran[i
67                         ran[i] = parse
68                         j = 0;
69                     }
70                 }
71             }
72
73             for (var i = 1; i <= num *
74                 html += '<button type=
75                 html += (i < 10 ? '0'
76                 if (i % num == 0) {
77                     html += '<br>';
78                 }
79             }
80
81
82             $('#game').empty(html);
83             $('#game').html(html);
84         });
85
86             // 미래에 생성될 요소까지 이벤트 적용 => on
87     //      $('#game > button').click(function() {
88             $('#game').on("click", "button", function() {
89                 console.log(1111);
90
91                 var id = $(this).attr('id');
92                 if (this.style.color == "blue") {
93                     alert("이미 선택한 숫자입니다.");
94                 }
95                 if ($.inArray(eval(id), ran) != -1) {
96                     $(this).css('color', 'red');
97                     alert("꽝!");
98                 } else {
99                     $(this).css('color', 'blue');
100                }
101            });
102        </script>
103
104
105    </body>
106 </html>
```
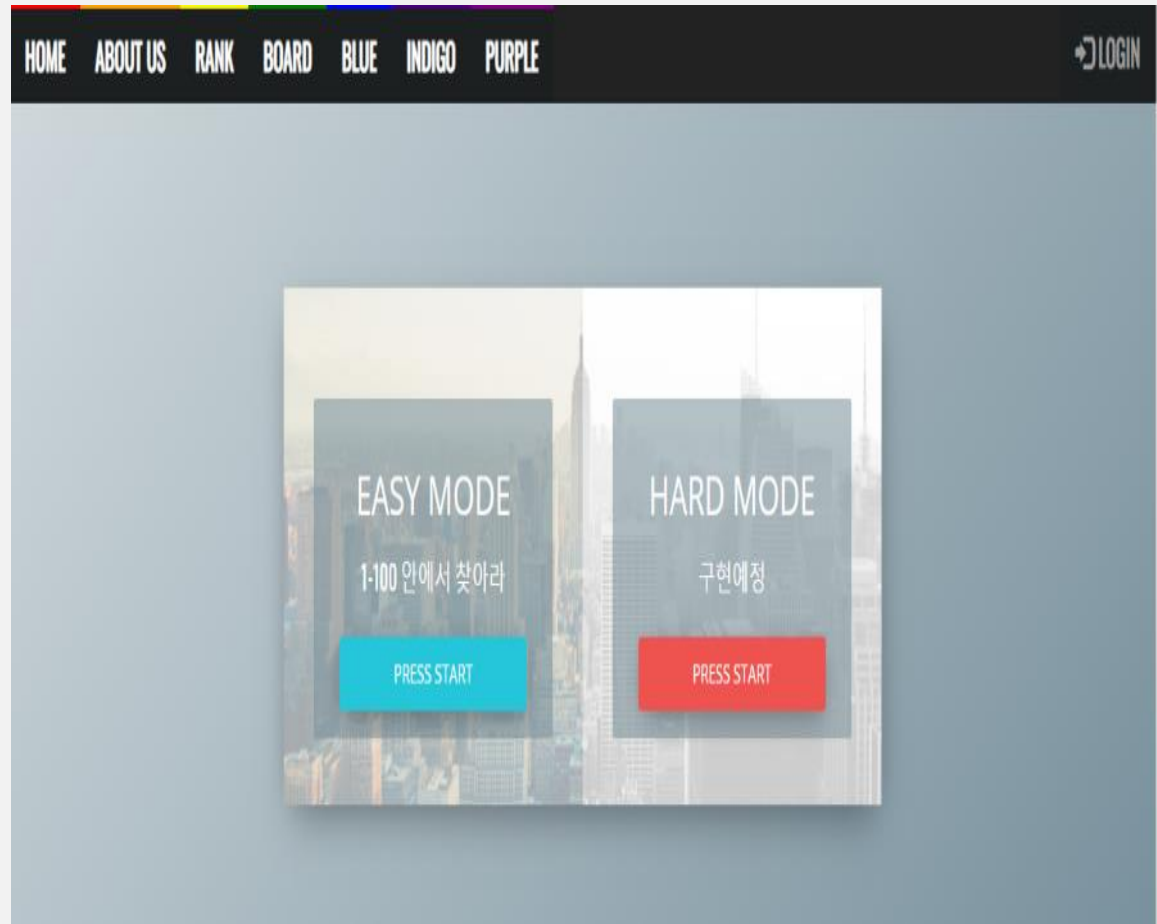
게임설명 – 랜덤 숫자 맞추기

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

Part 2,

게임코드 – 랜덤 숫자 맞추기

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```html
61 <body>
62     <nav th:replace="common/nav"></nav>
63     <form action="index.html" method="post">
64
65         <h1>숫자 맞추기 랜덤 게임</h1>
66
67         <fieldset>
68             <legend>
69                 <span class="number_hm2_hm2"></span>
70                 Easy Mode / 숫자 제한 : 1-100
71             </legend>
72             <label for="number_hm2">숫자를 입력하세요 :</label>
73             <input type="text" id="number_h" name="user_number">
74             <button type="button" id="button_hm">CLICK!</button>
75
76             <label for="inNumber">현재 입력된 숫자:</label>
77             <textarea id="addnumber_hm" name="addnumber" readonly
78             <label for="answer_hm">정답은?????:</label>
79             <textarea id="answerHm" name="answerHms" readonly></t
80             <br>
81
82             <label>
83                 시도 횟수 :
84                 <a>
85                     중 10번 중
86                     <a id="countHm"></a>
87                 </a>
88             </label>
89
90
91         </fieldset>
92
93         <fieldset>
94             <legend>
95                 <span class="number_hm2">!</span>
96                 현재까지 입력한 숫자는?
97             </legend>
98             <label for="totalnumber">numbers:</label>
99             <textarea id="totalnumber_1" name="totalnumber" reado
100        </fieldset>
101
102        <button style="background: #52478B" type="button" onclick
103            하기</button>
104        <button style="background: #32B8FF" type="button" onclick
105            화면으로</button>
106
107
108        </form>
```

```javascript
111 <script>
112
113     $(document).ready(function() {
114         $("#number_h").keydown(function(key) {
115             if (key.keyCode == 13) {
116                 return false;
117             }
118         });
119     });
120
121
122
123     var num1 = 0, num2 = 0, total = 0;
124     /* total 변수는 임의의 수를 받는 기능을 넣고 싶을 경우에 쓴다 (제한횟수 조절. 현재 default
125     var count = 0;
126     $('#countHm').text(count + "번 시도중.");
127
128     num1 = parseInt((Math.random()) * 100) + 1;
129     var arr = []; //배열 생성
130     console.log("count : " + count);
131
132     $('#button_hm').click(function() {
133
134         num2 = parseInt($('#number_h').val());
135
136         for (var i = 0; i < 10; i++) {
137             $('#number_h').val('');
138             count++;
139             arr.push(num2); //배열에 num2값 담기
140
141             console.log("arr ;;;;;;" + arr);
142
143             var show = '';
144             for ( var a in arr) {
145                 show += arr[a] + ", ";
146
147             }
148             $('#totalnumber_1').text(show);
149
150             $('#addnumber_hm').text(num2);
151             $('#countHm').text(count + "번 시도중.");
152
153             console.log("!!!!!!!!!!!!!!!!!!!count : " + count);
154
155             if (count < 10) {
156                 if (num1 < num2) {
157                     alert("너무 크게 입력했네 ~? 줄여보지 그래 ㅋㅋㅋㅋ");
158                     return false;
159
160                 } else if (num1 == num2) {
161
162                     $('#answerHm').text(num2);
163                     var result = confirm(num1 + ' 가 정답입니다. ');
164                     return false;
165
166                 } else if (num1 > num2) {
167                     alert("너무 작게 입력했네 ~? 크게 입력해보지 그래 ㅋㅋㅋㅋ");
168                     return false;
```

```javascript
169
170                 } else {
171                     alert("숫자를 입력하세요");
172                     count--;
173                     return false;
174
175                 }
176             } else {
177                 if (num1 != num2) {
178                     $('#button_hm').attr('disabled', 'disabled');
179                     alert("기회를 모두 소진하셨습니다.");
180                     $('#answerHm').text(num1);
181                     return false;
182
183                 } else {
184                     $('#button_hm').attr('disabled', 'disabled');
185                     $('#answerHm').text(num1);
186                     alert(num1 + ' 가 정답입니다. ');
187                     return false;
188
189                 }
190
191             }
192
193         }
194
195     });
196     </script>
197
198
199 </body>
200
201 </html>
```

Part 2,

게임설명 – 랜덤 사칙연산

Lorem Ipsum is simply dummy text of the printing and typesetting industry.
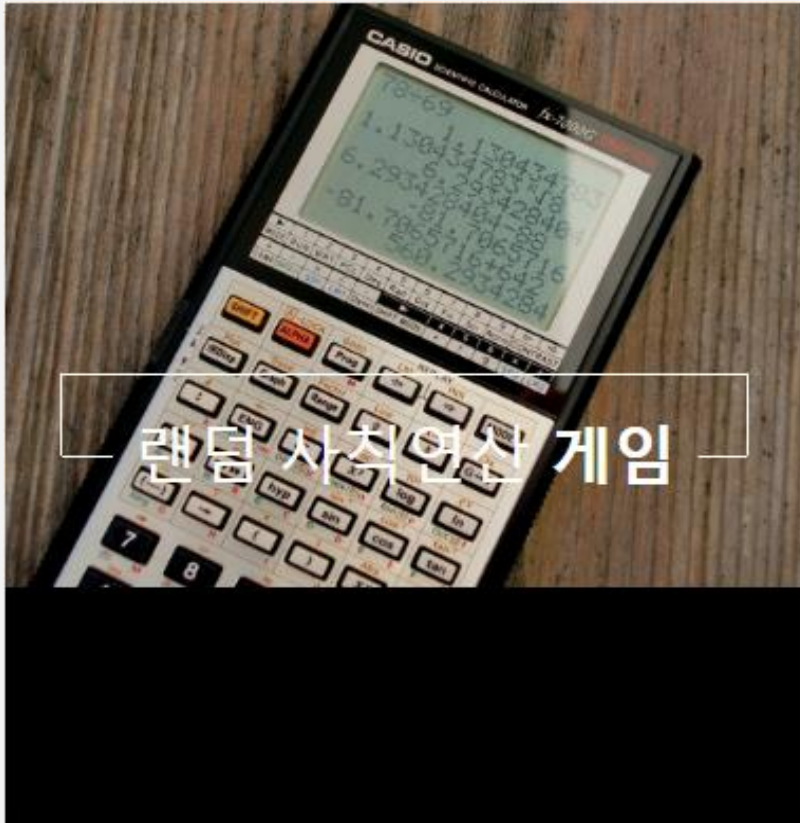
게임코드 – 랜덤 사칙연산

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```html
1  <!DOCTYPE html>
2  <html lang="en">
3  <head th:replace="common/head">
4
5  </head>
6  <body>
7
8      <nav th:replace="common/nav"></nav>
9
10     <script id="kkk">
11
12     </script>
13
14
15     <div class="jumbotron">
16         <div class="container text-center">
17             <form method="post" action="/game4">
18                 <label for="result">사칙연산 게임</label> <br>
19                 <label for="result">원하는 숫자 갯수</label> <br>
20                 <input id="number_game4" type="text" value="0">
21                 <button type="button" id="input_game4">입력</button>
22                 <br>
23                 <div id="game_game4"></div>
24                 <button type="button" id="start_game4">실행</button>
25
26             </form>
27         </div>
28     </div>
29
30
31     <footer th:replace="common/footer">광고닫기 </footer>
32
33     <script>
34         var ran = 0;
35
36         var num = 0
37
38         $('#number_game4').on("keyup", function() {
39             $(this).val($(this).val().replace(/[^0-9]/g, ""));
40         });
41
42         $('#input_game4').click(function() {
43             num = parseInt($('#number_game4').val());
44             if(num < 2) {
45                 alert("최소 2 이상 입력하세요.");
46                 num = 0;
47             }
48         });
49
```

```javascript
50          var html = '';
51          var x = ['*', '-', '+'];
52          var arr = [];
53          var part = 0;
54          var result_dw = '';
55          var answer;
56
57
58          $('#start_game4').click(function() {
59
60
61              for (var i = 1; i <= num; i++) {
62                  html += '<label id="' + i + '">';
63                  part = parseInt(Math.random() * 10 + 1);
64                  arr.push(part);
65                  html += part + ' </label>';
66                  /* html += '<br>'; */
67                  if(i != num) {
68                      ran = parseInt(Math.random() * 3);
69                      arr.push(x[ran]);
70                      html += '<label id="q' + i + '">';
71                      html += (x[ran]) + ' </label>';
72                      /* html += '<br>'; */
73                  }
74              }
75              html += '<label for="result_game">정답은?</label> <br>'
76              html += '<input id="result_game4" type="text" value="0">';
77              html += '<button type="button" id="result_input">입력</button>';
78
79              for(var i = 0; i < (num * 2 - 1); i ++) {
80                  result_dw += arr[i];
81              }
82              result_dw += ';';
83
84              answer = eval(result_dw);
85
86              $('#game_game4').html(html);
87              /*  */
88
89          });
90
91          // 미래에 생성될 요소까지 이벤트 적용 => on
92  //       $('#game > button').click(function() {
93          $('#game_game4').on("click", "button", function() {
94              console.log(1111);
95              console.log($('#result_game4').val());
96
97
98              if($('#result_game4').val() == answer) {
99                  alert("정답!");
100             } else {
101                 alert("오답!");
102             }
103
104         });
105     </script>
106
107 </body>
108 </html>
```

Part 2,

게임설명 – 꼬리 물기

Lorem Ipsum is simply dummy text of the printing and typesetting industry.
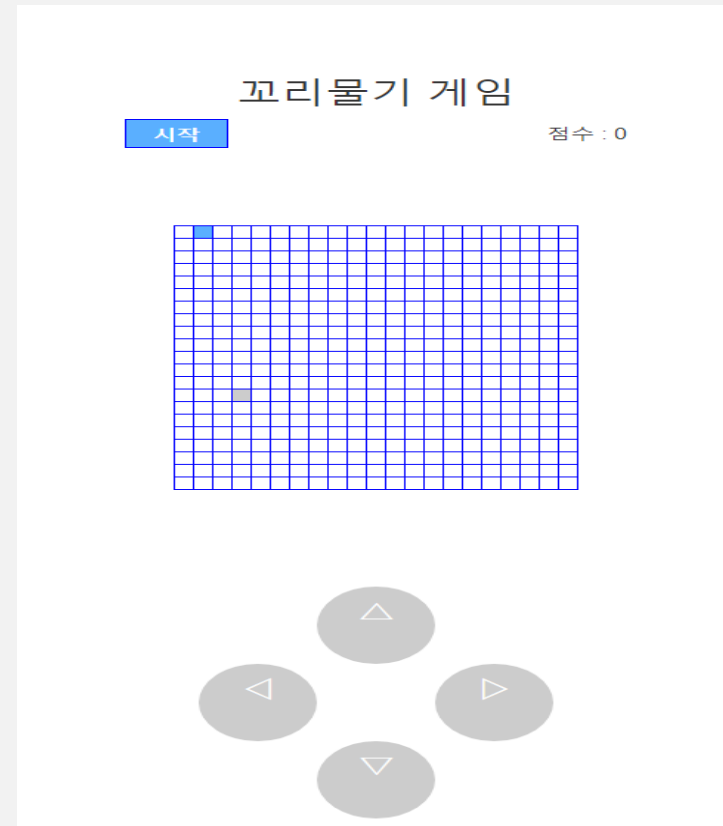
꼬리 물기

꼬리물기 게임

시작 점수 : 0

게임코드 – 꼬리 물기

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```html
1   <html>
2       <head>
3           <style type="te
4               #menuTable
5               #menuTable
6               #menuTable
7
8               #snakeTable
9               #snakeTable
10              .snake{back
11              .food{backg
12              .center{tex
13              #controller
14              #controller
15              .btn{width:
16              .alignLeft{
17              .alignRight
18
19          </style>
```

```javascript
20  <script src="https://code.jquery.com/jq
21  <script>
22      //난수 생성 함수
23      function generateRandom (min, max)
24          var ranNum = Math.floor(Math.ra
25          return ranNum;
26      }
27
28      var score = 0;
29
30      var LR = 0; // 좌우 방향
31      var TB = 1; // 위아래 방향
32
33      var mapSize = 21; //map size
34      var gameInterval;
35
36      // init map
37      function initMap(){
38          var tableCode = '';
39          for(var i=0; i<mapSize; i++) {
40              tableCode += '<tr>';
41
42              var rowCode = '';
43              for(var j=0; j<mapSize;
44                  rowCode += '<td id=
45              }
46
47              tableCode += rowCode +
48              $('#snakeTable').html(t
49          }
50      }
51
52
53      var snake = new Array();
54      var food = new Array();
55
56      // init snake
57      function initSnake(){
58          snake = [];
59          snake.push([0,1]);
60          drawSnake();
61      }
62
```

```javascript
63      //뱀 그리기
64      function drawSnake() {
65          var state = '';
66          $('#snakeTable td').removeClass('snake');
67          for(var i=0;i<snake.length;i++) {
68              $('#block'+snake[i][0]+'_'+snake[i][1]).addClass('snake');
69              //먹이 먹었을 때
70              if($('#block'+snake[i][0]+'_'+snake[i][1]).hasClass('food')){
71                  score++; // 점수 증가
72                  $('#score').text(score); //점수 반영
73                  food.pop(); // 먹이 제거
74                  initFood(); // 새로운 먹이 추가
75                  //뱀 꼬리 늘리기
76                  state = 'eat';
77              }
78          }
79          return state;
80      }
81
82      // 먹이 초기화
83      function initFood(){
84          var x;
85          var y;
86
87          do{
88              x = generateRandom(0,mapSize-1);
89              y = generateRandom(0,mapSize-1);
90          }while($('#block'+x+'_'+y).hasClass('snake')); // 뱀이랑 겹치면 다시
91
92          food = [];
93          food.push([x, y]);
94          drawFood();
95      }
96
97      //먹이 그리기
98      function drawFood() {
99          $('#snakeTable td').removeClass('food');
100         for(var i=0;i<food.length;i++) {
101             $('#block'+food[i][0]+'_'+food[i][1]).addClass('food');
102         }
103     }
```

게임코드 – 꼬리 물기

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
105         // move
106         function move() {
107             var head = new Array
108             head[0] = snake[0][0
109             head[1] = snake[0][1
110
111             // 벽을 만난건지 체크
112             var tmp = head[0]+1*
113             if(tmp >= 0 && tmp <
114                 head[0] = tmp;
115             }else {
116                 alert('점수 : '+
117                 end();
118                 initAll();
119                 return;
120             }
121
122             tmp = head[1]+1*LR;
123             if(tmp >= 0 && tmp <
124                 head[1] = tmp;
125             }else {
126                 alert('점수 : '+
127                 end();
128                 initAll();
129                 return;
130             }
131             // 몸통을 만난건지 체
132             if($('#block'+head[0
133                 alert('점수 : '+
134                 end();
135                 initAll();
136                 return;
137             }
138
139             snake.unshift(head);
140
141             if(drawSnake() != 'e
142                 snake.pop(); //1
143             }
144         }
145
```

```
147         function left
148             if(TB ==
149                 LR = -1;
150                 TB = 0;
151             }
152         function righ
153             if(TB ==
154                 LR = 1;
155                 TB = 0;
156             }
157         function up()
158             if(LR ==
159                 LR = 0;
160                 TB = -1;
161             }
162         function dowr
163             if(LR ==
164                 LR = 0;
165                 TB = 1;
166             }
167
168         $(document).c
169             end();
170             start();
171         });
172
173         $(document).c
174             var key =
175             if(key ==
176                 up();
177             }else if(
178                 down(
179             }else if(
180                 left(
181             }else if(
182                 right
183             }
184         });
185
```

```
186     $(document).on('mouseover', '.btn', function(){
187         $(this).css('background', '#5AAFFF');
234
        var key = $ 235        function start(){
236     if(key == '     gameInterval = setInterval(move, 70);
237         up();      }
238     }else if(ke
239         down();  239        function end() {
240     }else if(ke 240            clearInterval(gameInterval);
241         left(); 241        }
242     }else if(ke 242
243         right() 243        $(document).ready(function(){
244     }           244            initAll();
245     }           245        });
246 });
247                            </script>
        </head>
248 $(document).on(     <body>
249     if(event.ke         <div class='center'>
250         $('#up_ 250            <h2>꼬리물기 게임</h2>
251         up();  251            <table id='menuTable'>
252     }else if(ev 252                <tr>
253         $('#dow 253                    <td class='alignLeft'>
254         down(); 254                        <button id='startBtn'>시작</button>
255     }else if(ev 255                    </td>
256         $('#lef 256                    <td class='alignRight'>
257         left(); 257                        <span>점수 : <span id='score'>0</span></span>
258     }else if(ev 258                    </td>
259         $('#rig 259                </tr>
260         right() 260            </table>
261     }           261        </div>
262 });            262        <div class='center'>
263                263            <table id='snakeTable'>
264                264            </table>
265 $(document).on( 265        </div>
266     $(this).css 266        <div class='center'>
267 });            267            <table id='controller'>
268                268                <tr>
269 $(document).on( 269                    <td></td><td id='up_btn' class='btn' data-key='up'>△</td><td></td>
270     $('.btn').c 270                </tr>
271 });            271                <tr>
272                272                    <td id='left_btn' class='btn' data-key='left'>◁</td><td></td><td id='right_btn' class='btn' data-key='right'>▷</td>
273                273                </tr>
274 function initAl 274                <tr>
275     score = 0;  275                    <td></td><td id='down_btn' class='btn' data-key='down'>▽</td><td></td>
276     initMap();  276                </tr>
277     initFood(); 277            </table>
278     initSnake() 278        </div>
279     LR = 0; //  279    </body>
280     TB = 1; //  280 </html>
        }
```

Part 2,

게임설명 – 미니 포트리스

Lorem Ipsum is simply dummy text of the printing and typesetting industry.
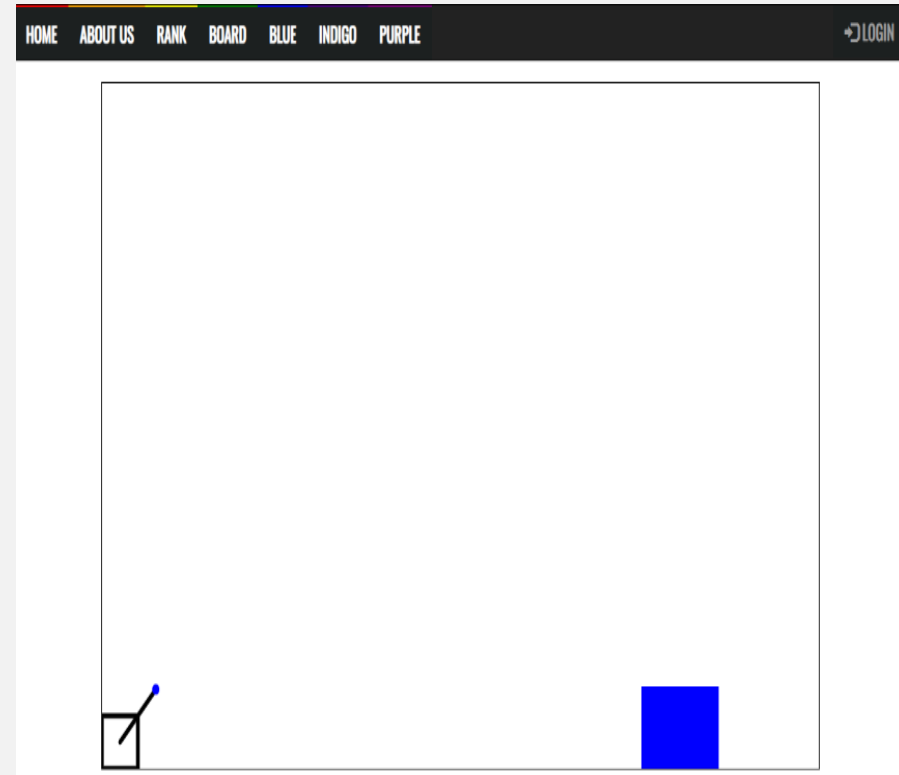
게임코드 – 미니 포트리스

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
1   <!DOCTYPE html>
2   <html lang="en">
3     <head>
4       <meta charset="UTF-8">
5       <meta name="viewport"
6       <meta http-equiv="X-U
7       <title>fortress</titl
8       <style>
9         body {
10          margin: 0;
11          height: 100vh;
12          display: flex;
13          justify-content:
14          align-items: cent
15        }
16        #fortress {
17          border: 1px solid
18        }
19      </style>
20    </head>
21    <body>
22      <canvas id="fortress"
23      <script>
24        const canvas = docu
25        const ctx = canvas.
26        const width = canva
27        const height = canv
28        const tankWidth = 5
29        const tankHeight =
30        let tankX = 0;
31        const tankDx = 3;
32        let tankLeftPressed
33        let tankRightPresse
34        let tankCenterX;
35        let tankCenterY;
36        let cannonAngle = M
37        const cannonAngleDI
38        const cannonLength
39        const targetWidth =
40        const targetHeight
41        const targetX = Mat
42        const targetY = hei
43        let missileRadius =
44        let missileX;
45        let missileY;
46        let isCharging = fa
47        let isFired = false
48        let isHitted = fals

49        let gauge = M   87    const checkMissile = () => {   124
50        const gaugeDI  88    // canvas 왼쪽, 오른쪽, 아래 벽0 125
51        const gaugeBa  89    if (missileX <= 0 || missileX   126
52        let missilePo  90      isFired = false;              127
53        let missileDx  91    }                               128
54        let missileDy  92    // target 명중                   129
55        const GRAVITY  93    if (                            130
56        const draw =   94      missileX >= targetX &&        131
57        ctx.clearRe    95      missileX <= targetX + targetW  132
58        tankCenterX    96      missileY >= targetY           133
59        tankCenterY    97    ) {                             134
60        if (tankLef    98      isHitted = true;              135
61          tankX -=     99      clearInterval(start);         136
62        }              100     if (confirm("명중입니다. 다시    137
63        if (tankRig    101       location.reload();          138
64          tankX +=     102     }                             139
65        }              103   }                               140
66        if (isCharg    104   };                              141
67          if (gauge    105   const drawMissile = () => {     142
68            gauge +    106   ctx.beginPath();                143
69          }            107   ctx.arc(missileX, missileY, mis 144
70          drawGausi    108   ctx.fillStyle = "blue";         145
71        }              109   ctx.fill();                     146
72        if (!isFire    110   ctx.closePath();                147
73          missileX     111 };                                148
74          missileY     112 const drawGausing = () => {       149
75        } else {       113   ctx.beginPath();                150
76          missileDy    114   ctx.arc(                        151
77          missileX     115     tankCenterX,                  152
78          missileY     116     tankCenterY - cannonLength,   153
79        }              117     gaugeBarRadius,               154
80        checkMissil    118     Math.PI,                      155
81        drawTank();    119     gauge,                        156
82        if (!isHitt    120     false                         157
83          drawTarge    121   );                              158
84          drawMissi    122   ctx.stroke();                   159
85        }              123 };                                160
86      };
```

```
const drawTank = () => 173          const start = setInterval(draw, 10);
  ctx.lineWidth = 5;   174          document.addEventListener("keydown", keydownHandler, false);
  ctx.lineCap = "round 175          document.addEventListener("keyup", keyupHandler, false);
  ctx.beginPath();     176        </script>
  ctx.moveTo(tankX, he 177      </body>
  ctx.lineTo(tankX + 1 178    </html>
  ctx.lineTo(tankX + 1
  ctx.lineTo(tankX, he
  ctx.lineTo(tankX, he
  ctx.moveTo(tankCenterX, tankCenterY);
  ctx.lineTo(
    tankCenterX + cannonLength * Math.cos(cannonAngle),
    tankCenterY - cannonLength * Math.sin(cannonAngle)
  );
  ctx.stroke();
  ctx.closePath();
};
const drawTarget = () => {
  ctx.fillRect(targetX, targetY, targetWidth, targetHeight);
  ctx.fillStyle = "red";
};
draw();
const keydownHandler = event => {
  if (event.keyCode === 37) {
    tankLeftPressed = true;
  } else if (event.keyCode === 39) {
    tankRightPressed = true;
  } else if (event.keyCode === 38 && cannonAngle <= Math.PI / 2) {
    cannonAngle += cannonAngleDIF;
  } else if (event.keyCode === 40 && cannonAngle >= 0) {
    cannonAngle -= cannonAngleDIF;
  } else if (event.keyCode === 32 && !isFired) {
    isCharging = true;
  }
};
const keyupHandler = event => {
  if (event.keyCode === 37) {
    tankLeftPressed = false;
  } else if (event.keyCode === 39) {
    tankRightPressed = false;
  } else if (event.keyCode === 32 && !isFired) {
    isCharging = false;
    isFired = true;
    missilePower = gauge * 1.6;
    missileDx = missilePower * Math.cos(cannonAngle);
    missileDy = missilePower * Math.sin(cannonAngle);
    gauge = Math.PI;
  }
```

게임설명 – 777 룰렛

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

777 룰렛게임

HOME   ABOUT US   RANK   BOARD   BLUE   INDIGO   PURPLE   →] LOGIN

stop   stop   stop

INSERT COIN(S)   START

시작점수50점, INSEART COIN하시구, START버튼 꾁!

게임코드 – 777 룰렛

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```html
1   <html>
2   <head>
3       <title>777룰렛 게임</tit
4   </head>
5   <body>
6   <SCRIPT language="JavaScrip
7
8   coin = 50
9   bet = 1
10  game = false
11  box1 = true
12  box2 = true
13  box3 = true
14  num = Math.floor(Math.rando
15
16  IMG = new Array();
17

35      }
36      else if((document.image
37          coin += bet * 5;
38          document.form.pay_b
39      } else {
40          coin -= bet
41          document.form.pay_b
42      }
43      game = false
44      box1 = true
45      box2 = true
46      box3 = true
```

```javascript
47          }
48
49  function end(variable){
50      if(game == true){
51          if(variable == 1)box1 = false
52          if(variable == 2)box2 = false
53          if(variable == 3)box3 = false
54      }
55      if((box1 == false) && (box2 == false) && (box3 == false)){
56          clearTimeout(tid)
57          keisan()
58      }
59  }
60
61  function hyouji(){
62
63      if(num == 10) num = 0

81          document.form.pay_back.value="즐거분 시간 되셨음까? 도박는 성신는 멸들게 함다!";
82          game = false
83      }
84      else if (bet > 0){
85          document.form.pay_back.value="배팅후 점수는"+(coin-bet)+"점 이구요, "+bet+"배팅하셨네요";
86          hyouji()
87      }
88  }
89  function startGame(){
90      if(game == false){
91          game = true
92          if (coin <= 0){
93              document.form.pay_back.value="끝났습다! 고마하구 딴거 해요^^"
```

```javascript
100  document.write('<center><form name="form"><IMG src="http://www.blueb.co.kr/SRC/javascript/image1/slot/7.gif" name="first"> <IMG src="http://www.blueb.co.kr/SRC/javascript/image
101  document.write('<input type="button" value="stop" name="firstb" onClick=end(1)><input type="button" value="stop" name="secondb" onClick=end(2)><input type="button" value="stop"
102  document.write('<SELECT NAME="select" SIZE="1"><OPTION>INSERT COIN(S)<OPTION>1 COIN<OPTION>2 COINS<OPTION>3 COINS<OPTION>4 COINS<OPTION>5 COINS</SELECT><input type="button" val
103  document.write('<input type="text" size=55 name="pay_back"></form></center>')
104  document.form.pay_back.value="시작점수"+coin+"점, INSEART COIN하시구, START버튼 꾹!"
105  //-->
106  </SCRIPT>
107
108  </body>
109  </html>
```

Part 2,

게임설명 – 미니슈팅 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.
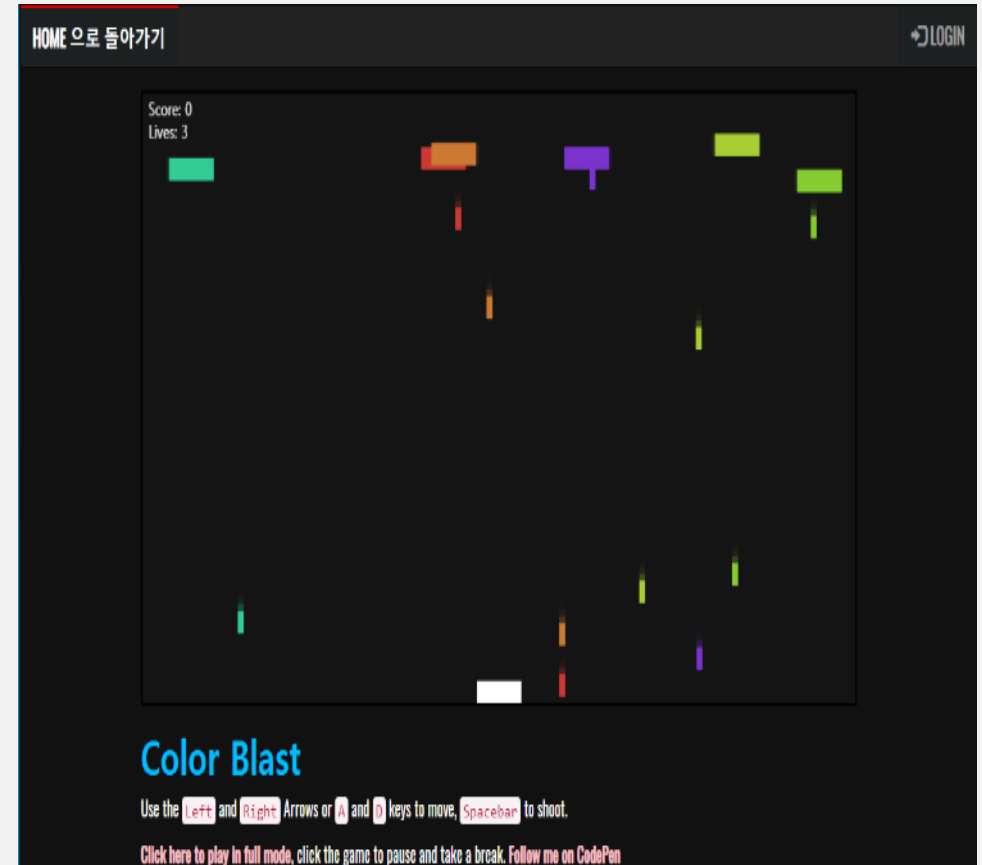
게임코드 – 미니슈팅 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
7   <style>
8       @import url(https://fonts.googleapis.com/css?family=Lato:100,300,400,700);
9       * {
10          margin: 0;
11          padding: 0;
12          -webkit-box-sizing: border-box;
13          box-sizing: border-box;
14      }
15
16      html,
17      body {
18          height: 100%;
19      }
20
21      body {
22          min-height: 100%;
23          max-width: 100%;
24          background: #554455;
25          font-family: Lato, sans-serif;
26      }
27
28      .container {
29          min-height: 100%;
30          max-width: 960px;
31          margin: 0 auto;
32      }
33
34      .game-wrap {
35          position: relative;
36          padding: 20px 0 0;
37      }
38
39      canvas {
40          position: relative;
41          max-width: 100%;
42          border: 2px solid wheat;
43          max-height: 100%;
44          display: block;
45          margin: 0 auto;
46      }
47
48      .content {
49          color: rgb(240, 135, 16);
50          text-align: center;
51          padding: 0 20px;
52      }
```

```
53
54      p {
55          margin: 10px 0;
56          font-size: 18px;
57          line-height: 1.5em;
58      }
59
60      code {
61          background: rgb(34, 9, 9);
62          background: linear-gradient(#222, #000);
63          line-height: 1.3em;
64          display: inline-block;
65          border-radius: 3px;
66          font-family: monospace;
67          padding: 1px 5px;
68          margin: 0 2px;
69      }
70
71      a {
72          color: skyblue;
73          text-decoration: none;
74          transition: .2s;
75
76      }
77
78      .title {
79          font-size: 40px;
80          font-weight: 900;
81          margin: 20px 0;
82
83          @for $i from 1 through 11 {
84              span:nth-child(#{$i}) {
85                  color: hsl($i * 30, 50%, 50%);
86              }
87          }
88      }
89
90  </style>
```

게임코드 – 미니슈팅 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
 87    const checkMissile = () => {            124   const drawTank = () => {
 88      // canvas 왼쪽, 오른쪽, 아래         125     ctx.lineWidth = 5;
 89      if (missileX <= 0 || missil          126     ctx.lineCap = "round";
 90        isFired = false;                    127     ctx.beginPath();
 91      }                                     128     ctx.moveTo(tankX, height - tankHeight);
 92      // target 명중                        129     ctx.lineTo(tankX + tankWidth, height - tankHeight);
 93      if (                                  130     ctx.lineTo(tankX + tankWidth, height);
 94        missileX >= targetX &&              131     ctx.lineTo(tankX, height);
 95        missileX <= targetX + tar          132     ctx.lineTo(tankX, height - tankHeight);
 96        missileY >= targetY                 133     ctx.moveTo(tankCenterX, tankCenterY);
 97      ) {                                   134     ctx.lineTo(
 98        isHitted = true;                    135       tankCenterX + cannonLength * Math.cos(cannonAngle),
 99        clearInterval(start);               136       tankCenterY - cannonLength * Math.sin(cannonAngle)
100        if (confirm("명중입니다. (          137     );
101          location.reload();                138     ctx.stroke();
102        }                                   139     ctx.closePath();
103      }                                     140   };
104    };                                      141   const drawTarget = () => {
105    const drawMissile = () => {             142     ctx.fillRect(tar   173    const start = setInterval(draw, 10);
106      ctx.beginPath();                      143     ctx.fillStyle =    174    document.addEventListener("keydown", keydownHandler, false);
107      ctx.arc(missileX, missileY,           144   };                   175    document.addEventListener("keyup", keyupHandler, false);
108      ctx.fillStyle = "blue";               145   draw();
109      ctx.fill();                           146   const keydownHandl   176  </script>
110      ctx.closePath();                      147     if (event.keyCod
111    };                                      148       tankLeftPresse   177  </body>
112    const drawGausing = () => {             149     } else if (event
113      ctx.beginPath();                      150       tankRightPress   178  </html>
114      ctx.arc(                              151     } else if (event
115        tankCenterX,                        152       cannonAngle +=
116        tankCenterY - cannonLengt           153     } else if (event
117        gaugeBarRadius,                     154       cannonAngle -= cannonAngleDIF;
118        Math.PI,                            155     } else if (event.keyCode === 32 && !isFired) {
119        gauge,                              156       isCharging = true;
120        false                               157     }
121      );                                    158   };
122      ctx.stroke();                         159   const keyupHandler = event => {
123    };                                      160     if (event.keyCode === 37) {
                                               161       tankLeftPressed = false;
                                               162     } else if (event.keyCode === 39) {
                                               163       tankRightPressed = false;
                                               164     } else if (event.keyCode === 32 && !isFired) {
                                               165       isCharging = false;
                                               166       isFired = true;
                                               167       missilePower = gauge * 1.6;
                                               168       missileDx = missilePower * Math.cos(cannonAngle);
                                               169       missileDy = missilePower * Math.sin(cannonAngle);
                                               170       gauge = Math.PI;
                                               171     }
```

게임설명 – 핑퐁 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

게임코드 – 핑퐁 게임

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

```
5   <style type="text/css">
6   #pongTable {
7       posi        53      z-index: 3;         99          }
8       top:        54      }                   100         }
9       left        55  #scores {               101         tempY = e.clientY;
10      widt        56      position: abso      102     }
11      heig        57      top: 330px;         103 function moveBall() {
12      bord        58      left: 24px;             145     function moveObjAtAngle( obj, ang, dist ) {
13      back        59      width: 400px;           146         with( obj.style ) {
14      z-in        60      font-family: T          147             left = parseInt(left) + ( dist * Math.cos( ang * (Math.PI/180) ) ) + "px";
15  }               61      font-size: 11p          148             top  = parseInt(top)  - ( dist * Math.sin( ang * (Math.PI/180) ) ) + "px";
16  #playerO        62      z-index: 3;             149         }
17      posi        63      }                       150     }
18      top:        64  </style>                    151     function moveAI( y ) {      193     document.onmouseup = init;
19      left        65                              152         var AI = document.getElementById("p   194     </script>
20      widt        66  <script type="text          153         y = y - 10;                          195
21      heig        67  var ballAng;                154         y = parseInt(AI.style.top) + ((y -   196
22      back        68  var speed = 3;              155         if( y < 24 || y > 289 ) {            197     </head>
23      z-in        69  var ping = 5;               156             if( y < 24 ) {                   198     <body>
24  }               70  var pong = 0;               157                 y = 24;                      199
25  #playerT        71  var mouseSpeed;             158             } else {                         200     <table border=0><td height=330 width=410>
26      posi        72  var tempY;                  159                 y = 289;                     201         <div id="pongTable">
27      top:        73  function init() {           160             }                                202             <div style="float: right; width: 50%; height: 100%; border-left: 2px dashed ■ #DDD;"> </div>
28      left        74      document.getEl          161         }                                    203         </div>
29      widt        75      document.getEl          162         AI.style.top = y +"px";              204         <div id="playerOne"  style="left: 45px; top: 146px"> </div>
30      heig        76      with( document      163     }                                            205         <div id="playerTwo" style="left: 390px; top: 146px"> </div>
31      back        77          top = "160      164     function endPoint(place) {               206         <div id="ball" style="left: 210px; top: 160px"> </div>
32      z-in        78          left = "21      165         clearInterval(moveDaBall);           207         <div id="click">click to continue</div>
33  }               79      }                   166         ping = 7;                                208         <div id="scores">
34  #ball {         80      document.onmou      167         pong = 0;                                209             <span style="float: left;" id="oneScore">0</span>
35      posi        81      document.onmou      168         document.onmouseup = init;               210             <span style="float: right;" id="twoScore">0</span>
36      top:        82      ballAng = Math      169         document.getElementById("click").in      211         </div>
37      left        83      moveDaBall = s      170         place.innerHTML = parseInt(place.in  212     </td></table>
38      widt        84  }                       171         if( parseInt(place.innerHTML) == 10  213
39      heig        85  function movePaddl      172             if( place.id == "oneScore" ) {   214     </body>
40      clip        86  e = (e)?e:even          173                 endGame(1);                      215     </html>
41      back        87      if( tempY ) {       174             } else {
42      z-in        88          mouseSpeed      175                 endGame(0);
43      disp        89          if( mouseS      176             }
44  }               90      with( document      177         }
45  #click {        91          top = e.cl      178         document.getElementById("click").st
46      posi        92          if( parseI      179     }
47      top:        93              if( pa      180     function endGame(win) {
48      left        94                  to      181         document.onmouseup = restartGame;
49      widt        95          } else {        182         if( win ) {
50      text        96              to          183             document.getElementById("click").innerHTML = "<strong>you are dah winnah!</strong><br /> click to start over";
51      font        97          }               184         } else {
52      font-size: 10px;        98      }       185             document.getElementById("click").innerHTML = "<strong>you are dah losah!</strong><br /> click to start over";
                                                186         }
                                                187     }
                                                188     function restartGame() {
                                                189         document.getElementById("oneScore").innerHTML = 0;
                                                190         document.getElementById("twoScore").innerHTML = 0;
                                                191         init();
                                                192     }

    moveAI( ballY );
    moveObjAtAngle( document.getElementById("ball"), ballAng, ping);
```

개선 사항

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

이대원:
1. 게임 디자인 개선
2. 게임 페이지 크기조정 필요
3. 편의성 개편

정민호:
1. 꼬리 물기게임 타이머 추가 & 랭킹 리스트 만들기
2. 핑퐁:버그 수정(좌표값 틀어짐) & UI추후 업데이트

개선 사항

Lorem Ipsum is simply dummy text of the printing and typesetting industry.

장완수:
1. 업로드 파일 관리 문제(현재 업로드 파일 한 개만 있음, 회원 별로 폴더 만드는 등으로)
2. 파일 삭제기능 구현 할 것
3. 조회수 => 자신의 게시글에 들어가도 조회수 카운팅
4. 회원 정보 수정 구현하기
5. 회원가입 유효성검사 구현하기
6. 로그인 할 때 아이디 기억 구현하기

Part 3,

게임시연

Part 4,

Q&A

감사합니다