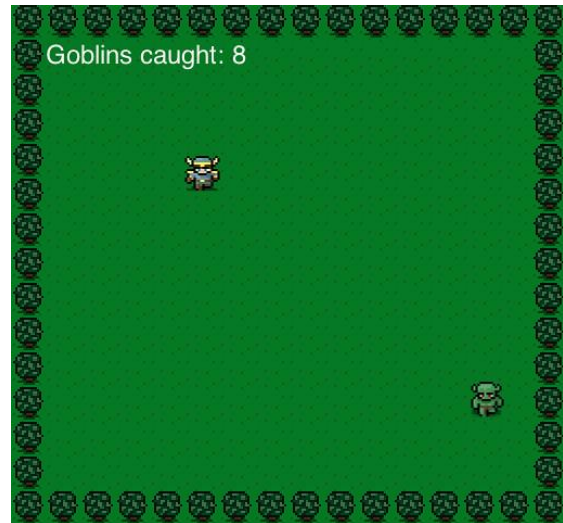


Group Project Independent Study

For our groups independent study portion of the project, we decided to implement an API called Canvas. Canvas is a graphics API this is used to do many things. Usually, it is used to create videogames, but this API can be used to create any graphical thing that you may desire. It can create images, text art, gradients, and using all of these aspects you can make videogames! With canvas you can make different kinds of shapes like squares, triangles, circles, etc. You are also able to use images instead of basic shapes. With these functions you can do a multitudinous amount of function to them. Some of these functions include rotation, translation, which used in tandem with JavaScripting can allow you to make anything you graphical heart desires. Here are some screen shots from games that were created using the canvas API:



Canvas is based on a coordinate system that is used to generate the shapes that you want to be created. What I've done is create an aim trainer that uses a mouse parallax and hover detection to operate.

Information on Canvas was retrieved from:

- 1) <https://joshondesign.com/p/books/canvasdeepdive/title.html>
- 2) https://www.w3schools.com/graphics/canvas_intro.asp
- 3) https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API#see_also