The Sleeper's Paradox

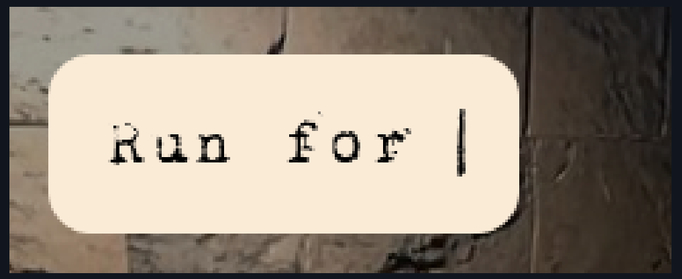
Semester projekt

Die Spielidee und Erklärung

Technische Highlights

JS-Library (Typed.js)

Canvas



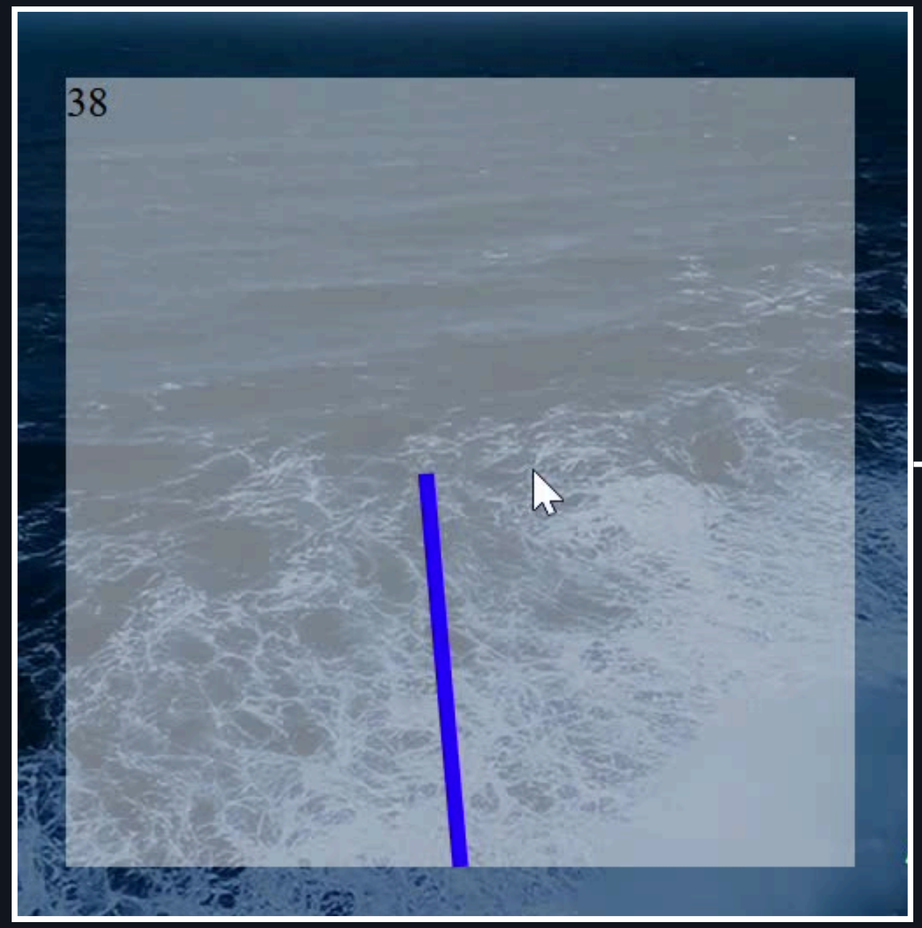
Code Fragments

The Moving Dot

```
//dot moving along the "way"
function moveDot() {
    let path = document.getElementById("myPath")
    let dot = document.getElementById("dot")

    if (path && path instanceof SVGPathElement) {
        let point = path.getPointAtLength(pathLength * position)
        dot.setAttribute("cx", point.x)
        dot.setAttribute("cy", point.y)

        if (Math.abs(angle) <= 7) {
            position += 0.0002
            if (position > 1) position = 1
        }

        moveDotAnimation = requestAnimationFrame(moveDot)
    }
}
```

Code Fragments

Balancing




```
function startBalancing() {
    document.getElementById("tut").style.display = "none"
    document.getElementById("game").style.display = "block"
    startTimer2()
    loop = setInterval(gameLoop2, 100)
    moveDot()
    moveDotAnimation = requestAnimationFrame(moveDot)

    document.addEventListener('keydown', (e) => {
        if (e.key === 'ArrowLeft') {
            tiltDirection = -1
            angle -= 1
        } else if (e.key === 'ArrowRight') {
            tiltDirection = 1
            angle += 1
        }
        updateStick()
    })
}

function updateStick() {
    stick.style.transform = `translateX(-50%) rotate(${angle}deg)`
}
```


Demo von level 4 + 5