



Through The Time

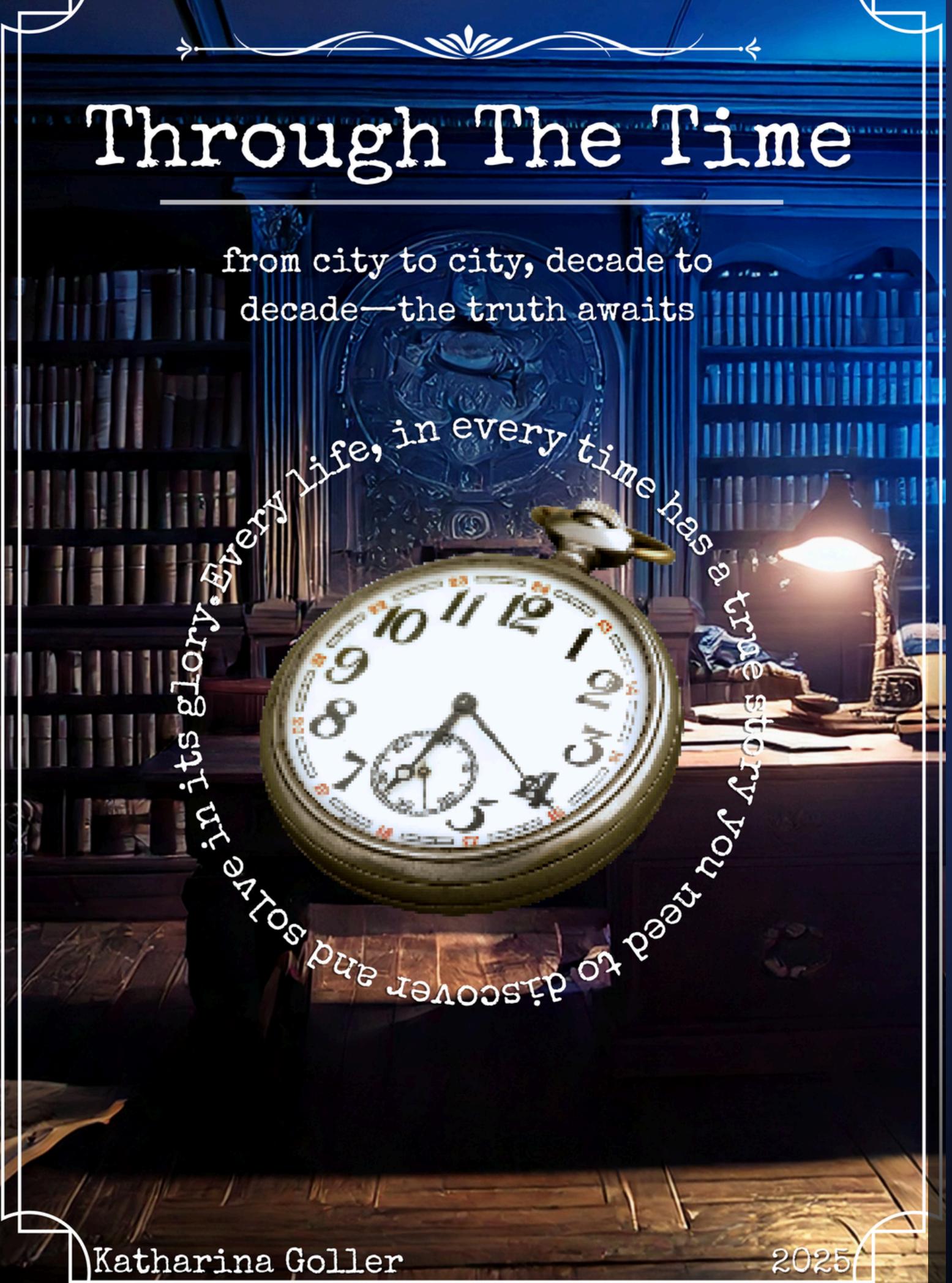
from city to city, decade to
decade—the truth awaits

Katharina Goller

Through The Time

from city to city, decade to
decade—the truth awaits

Every life, in every time has a true story you need to discover and solve in its glory.



Die Idee

Every life, in every time
has a true story you need to
unravel and solve in its
glory.

Technische Highlights



Onklick Elemente, Drag
and Drop Elemente,
Canvas, ...



Speicherung des
Fortschritts



"The Great Flood" – Paris 1900

ay 1900 – Catastrophe has struck our beloved
vollen by relentless rains and melting snow,
beyond its banks...

, you must find his houses safely. You have a
em that should help you choose the right bri

continue

JS Library

Drag & Drop



```
let placements = {  
    div1: null,  
    div2: null,  
    div3: null,  
    div4: null  
};  
  
//with V3School Example  
function dragstartHandler(event) {  
    event.dataTransfer.setData("text", event.target.id);  
}  
  
function dragoverHandler(event) {  
    event.preventDefault();  
}  
  
function dropHandler(event) {  
    event.preventDefault();  
    const imageId = event.dataTransfer.getData("text");  
    const image = document.getElementById(imageId);  
  
    if (event.target.children.length === 0) {  
        event.target.appendChild(image);  
        placements[event.target.id] = imageId;  
  
        SOUNDS.puzzle.volume = 0.3;  
        SOUNDS.puzzle.play();  
    }  
}
```

```

function loadPainting() {
    let fakePainting = new Image();
    fakePainting.src = 'img/Level3/picture.png';

    fakePainting.onload = () => {
        ctx.drawImage(fakePainting, 0, 0, canvas.width, canvas.height)
    }
}

function startPosition(e) {
    painting = true;
    draw(e);
}

function finishedPosition() {
    painting = false;
    ctx.beginPath();
}

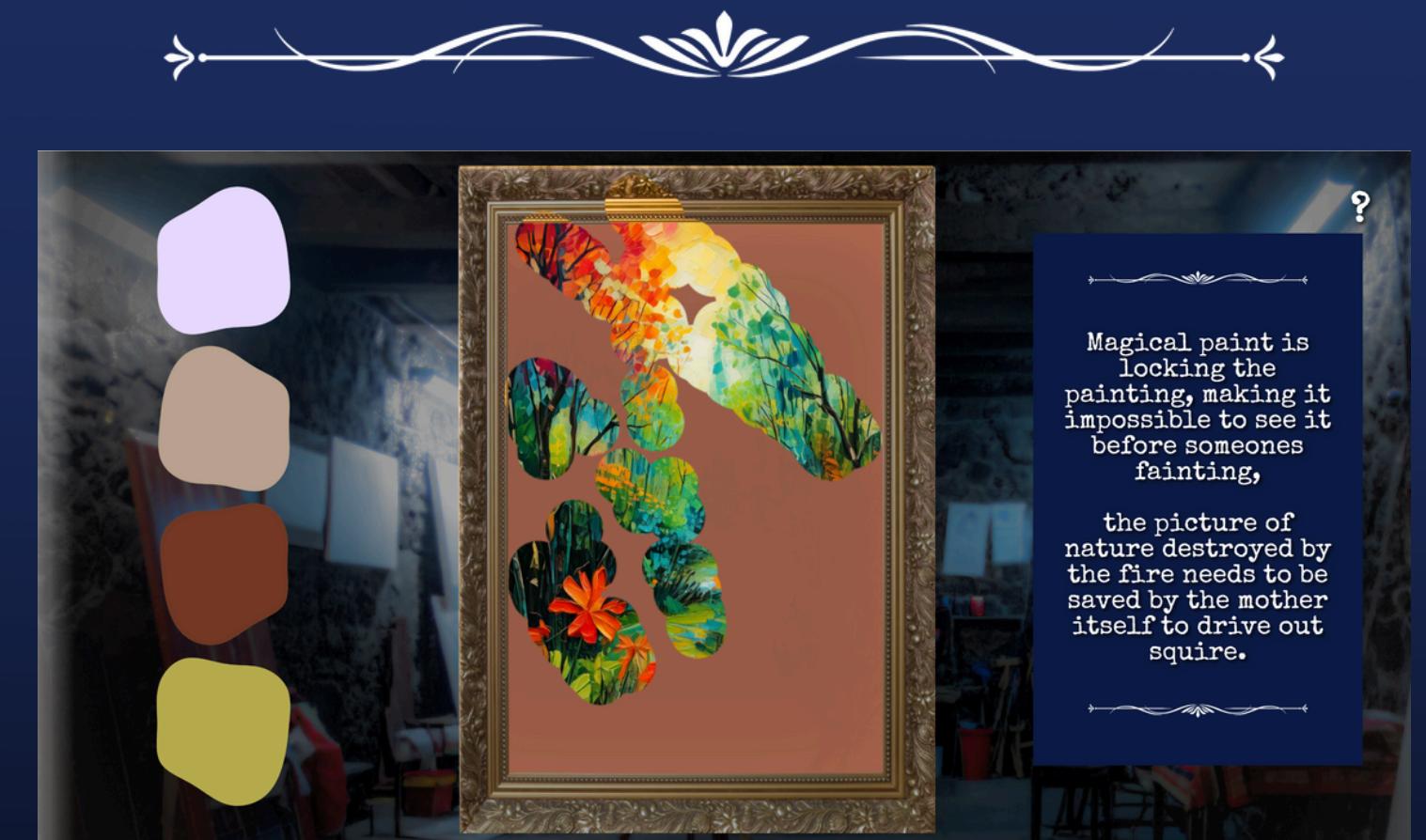
function draw(e) {
    if (!painting) return;

    SOUNDS.brush.play();
    LEVEL3.drawCommit.style.display = "flex";
    const rect = canvas.getBoundingClientRect();
    const x = (e.clientX || e.touches?[0].clientX) - rect.left;
    const y = (e.clientY || e.touches?[0].clientY) - rect.top;

    ctx.globalCompositeOperation = 'destination-out';
    ctx.beginPath();
    ctx.arc(x, y, 30, 0, Math.PI * 2, false);
    ctx.fill();
    ctx.globalCompositeOperation = 'source-over';
}

```

Bild freimalen



Glas zerschmettern



```
LEVEL5.hitButton.onclick = () => {
    if (!LEVEL5.running) return;

    let barStart = position;
    let barEnd = position + movingBarWidth;
    let targetStart = targetLeft;
    let targetEnd = targetLeft + targetWidth;

    if (barEnd > targetStart && barStart < targetEnd) {
        LEVEL5.hits++;
        LEVEL5.levelScreen.style.backgroundImage = `url('img/Level5/Crack${LEVEL5.hits}.png')`;
        SOUNDS.glass.play();

        if (LEVEL5.hits >= 4) {
            clearInterval(LEVEL5.timer);
            LEVEL5.running = false;

            SOUNDS.glass.play();
            LEVEL5.hitButton.disabled = true;
            LEVEL5.hitButton.style.display = "none";
            LEVEL5.powerBar.style.display = "none";
            LEVEL5.keyMessage.style.display = "block";
            SOUNDS.water.play();
            LEVEL5.keyMessage.innerHTML =
                `![line](img/line.png)

Congratulations



You could save Frank just in time. Look at you! You sa



finish

`;
            SOUNDS.timer.pause();
        }
    }
};
```



Live Demo

Play