



Sommerprojekt | Adnan Muzaferovic

UNDERGROUND

THE AWAKENING

INSPIRATION

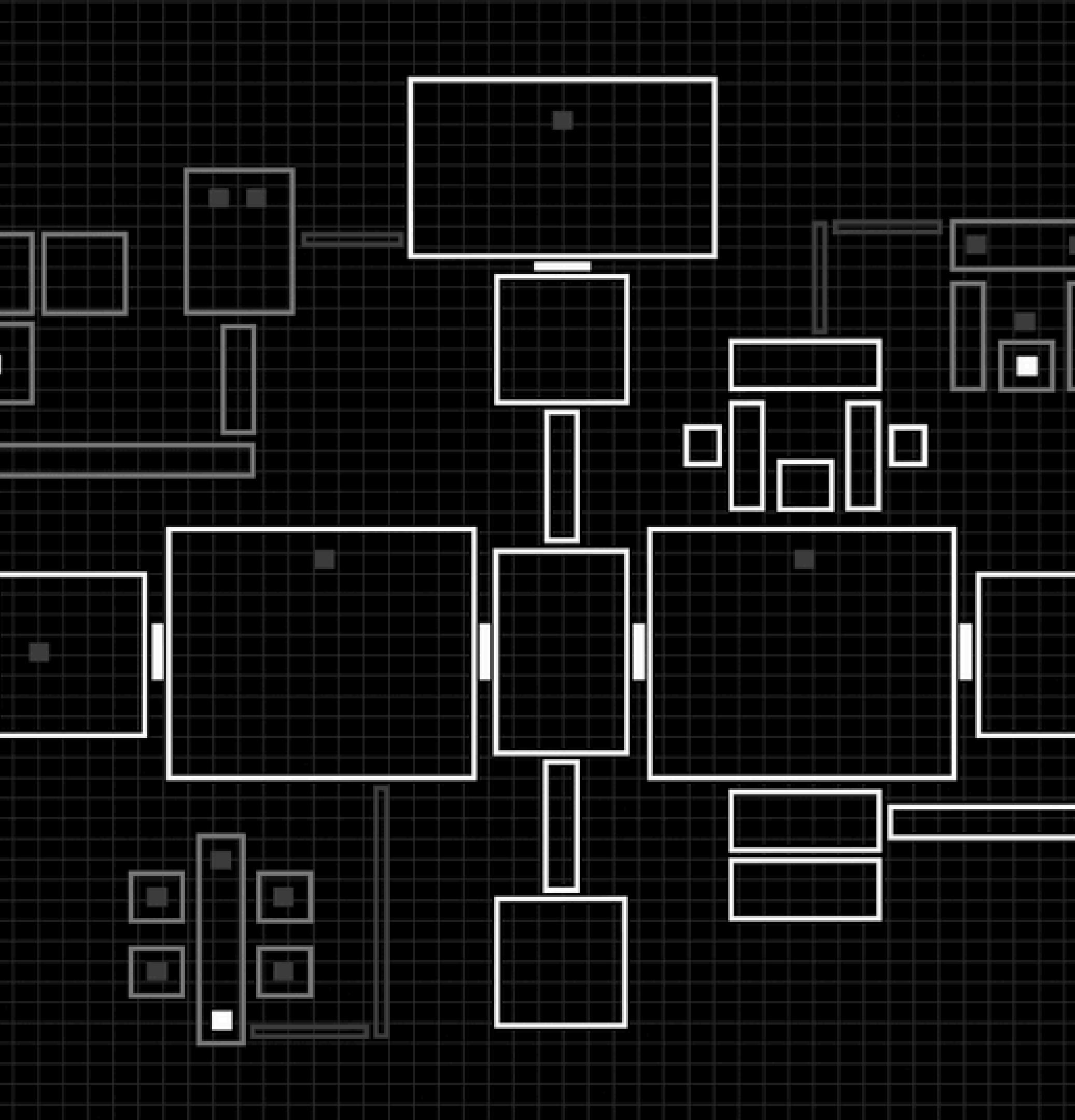




IDEE MEINER WEBSITE

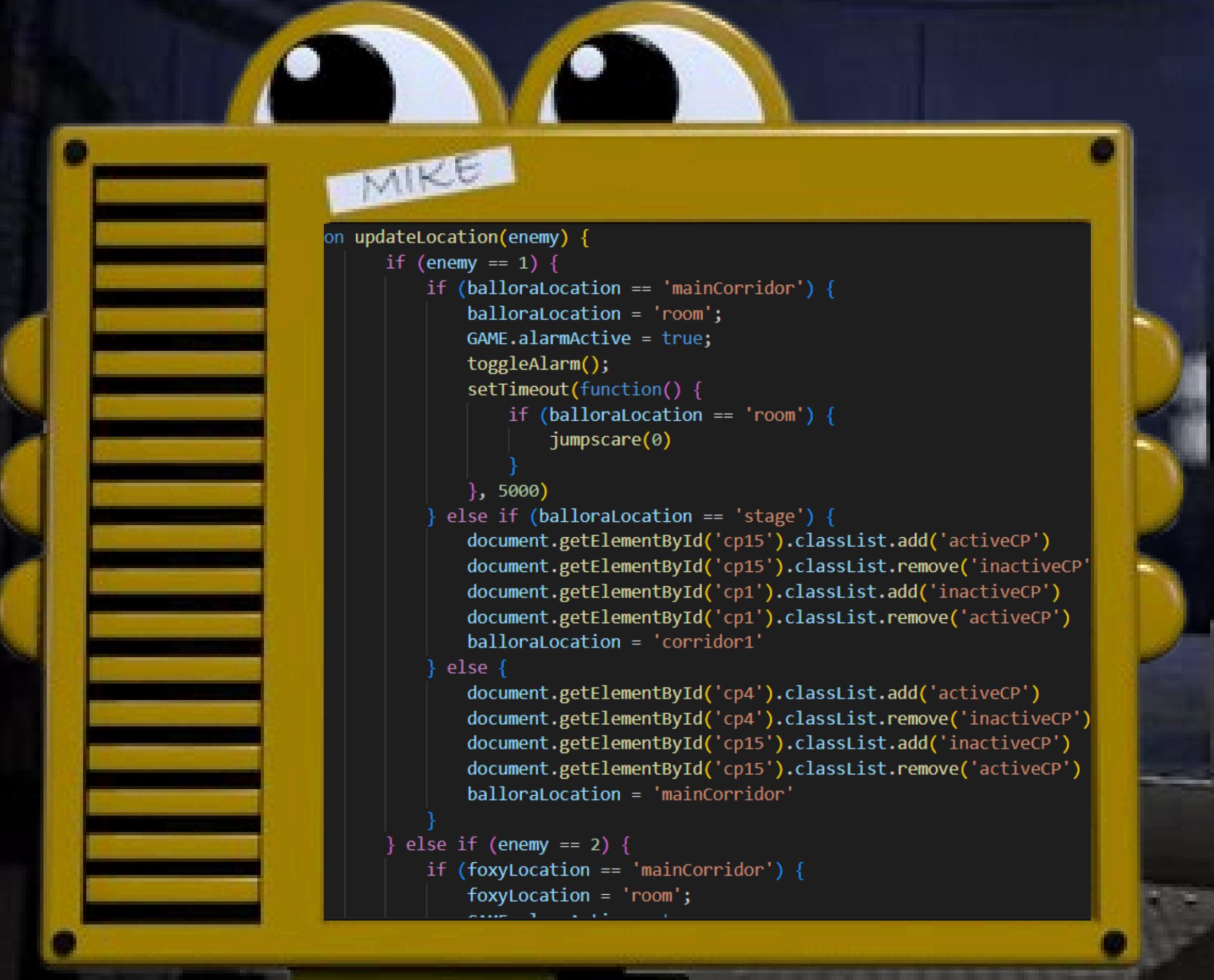


INTERAKTION



GAMEPLAY





TECHNISCHES HIGHLIGHT

```
on updateLocation(enemy) {
    if (enemy == 1) {
        if (balloraLocation == 'mainCorridor') {
            balloraLocation = 'room';
            GAME.alarmActive = true;
            toggleAlarm();
            setTimeout(function() {
                if (balloraLocation == 'room') {
                    jumpscare(0)
                }
            }, 5000)
        } else if (balloraLocation == 'stage') {
            document.getElementById('cp15').classList.add('activeCP')
            document.getElementById('cp15').classList.remove('inactiveCP')
            document.getElementById('cp1').classList.add('inactiveCP')
            document.getElementById('cp1').classList.remove('activeCP')
            balloraLocation = 'corridor1'
        } else {
            document.getElementById('cp4').classList.add('activeCP')
            document.getElementById('cp4').classList.remove('inactiveCP')
            document.getElementById('cp15').classList.add('inactiveCP')
            document.getElementById('cp15').classList.remove('activeCP')
            balloraLocation = 'mainCorridor'
        }
    } else if (enemy == 2) {
        if (foxyLocation == 'mainCorridor') {
            foxyLocation = 'room';
            GAME.alarmActive = true;
            toggleAlarm();
            setTimeout(function() {
                if (foxyLocation == 'room') {
                    jumpscare(0)
                }
            }, 5000)
        } else if (foxyLocation == 'stage') {
            document.getElementById('cp1').classList.add('activeCP')
            document.getElementById('cp1').classList.remove('inactiveCP')
            document.getElementById('cp15').classList.add('inactiveCP')
            document.getElementById('cp15').classList.remove('activeCP')
            foxyLocation = 'corridor1'
        }
    }
}
```

LIVE DEMO

**VIelen Dank für eure
Aufmerksamkeit**