/\* JavaScript sem uso dp Contador de Pontos

window.onload = function () {

var stage = document.getElementById('stage');

var ctx = stage.getContext("2d");

document.addEventListener("keydown", keyPush);

setInterval(game, 80);

const vel = 1;

var vx = vy = 0;

var px = 10;

var py = 15;

var tp = 30;

var qp = 20;

var ax = ay = 15;

var trail = [];

tail = 5;

function game() {

px += vx;

py += vy;

if (px < 0) {

px = qp - 1;

}

if (px > qp - 1) {

px = 0;

}

if (py < 0) {

py = qp - 1;

}

if (py > qp - 1) {

py = 0;

}

ctx.fillStyle = "black";

ctx.fillRect(0, 0, stage.width, stage.height);

ctx.fillStyle = "red";

ctx.fillRect(ax \* tp, ay \* tp, tp, tp);

ctx.fillStyle = "gray";

for (var i = 0; i < trail.length; i++) {

ctx.fillRect(trail[i].x \* tp, trail[i].y \* tp, tp - 1, tp - 1);

if (trail[i].x == px && trail[i].y == py) {

vx = vy = 0;

tail = 5;

}

}

trail.push({ x: px, y: py })

while (trail.length > tail) {

trail.shift();

}

if (ax == px && ay == py) {

tail++;

ax = Math.floor(Math.random() \* qp);

ay = Math.floor(Math.random() \* qp);

}

}

function keyPush(event) {

switch (event.keyCode) {

case 37: // Left

vx = -vel;

vy = 0;

break;

case 38: // up

vx = 0;

vy = -vel;

break;

case 39: // right

vx = vel;

vy = 0;

break;

case 40: // down

vx = 0;

vy = vel;

break;

default:

break;

}

}

}