Spēles 1.daļas koda analīze

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Mana\_spele</title>

</head>

<body>

    <canvas id="mansZimejums" width=300 height=300 style="border: 3px solid"> </canvas>

    <script>

        const mansZimejums = document.getElementById("mansZimejums");

        const ctx = mansZimejums.getContext("2d");

        let puke\_x = 0;

        let puke\_y = 0;

        let pukesAtt = new Image();

        pukesAtt.src = "puke.png";

        let rasa\_x = 0;

        let rasa\_y = 0;

        let rasasAtt = new Image();

        rasasAtt.src = "pile.png";

        const pukeWidth = 50;

        const pukeHeight = 50;

        const rasaWidth = 20;

        const rasaHeight = 20;

        function MyKeyDownHandler(MyEvent) {

            if (MyEvent.keyCode == 37 && puke\_x > 0) {

                puke\_x = puke\_x - 10;

            }

            if (MyEvent.keyCode == 39 && puke\_x + pukeWidth < mansZimejums.width) {

                puke\_x = puke\_x + 10;

            }

        }

        addEventListener("keydown", MyKeyDownHandler);

        function Laukums() {

            puke\_y = mansZimejums.height - pukeHeight;

            ctx.clearRect(0, 0, mansZimejums.width, mansZimejums.height);

            ctx.drawImage(pukesAtt, puke\_x, puke\_y, pukeWidth, pukeHeight);

            rasa\_y = rasa\_y + 3;

            if (rasa\_y > mansZimejums.height) {

                rasa\_y = 0;

                rasa\_x = Math.random() \* (mansZimejums.width - rasaWidth);

            }

            ctx.drawImage(rasasAtt, rasa\_x, rasa\_y, rasaWidth, rasaHeight);

        }

        setInterval(Laukums, 25);

    </script>

</body>

</html>