# LEARN JAVASCRIPT BY PLAYING GAMES



#### **CheckiO**

#### checkio.org



#### **JSDares**

#### jsdares.com

### Make your own games by learning JavaScript programming! [stares is an open source proof-of-concept. Learn more...

```
// Adapted from billmill.org/static/convastutorial
// This code is still relatively complicated — if you
// Can come up with a nice game for on the front page
// which is fun, simple, and shows off the capabilities
// of the interface, then contact me :)

var context — canvas.getContext("Zd");

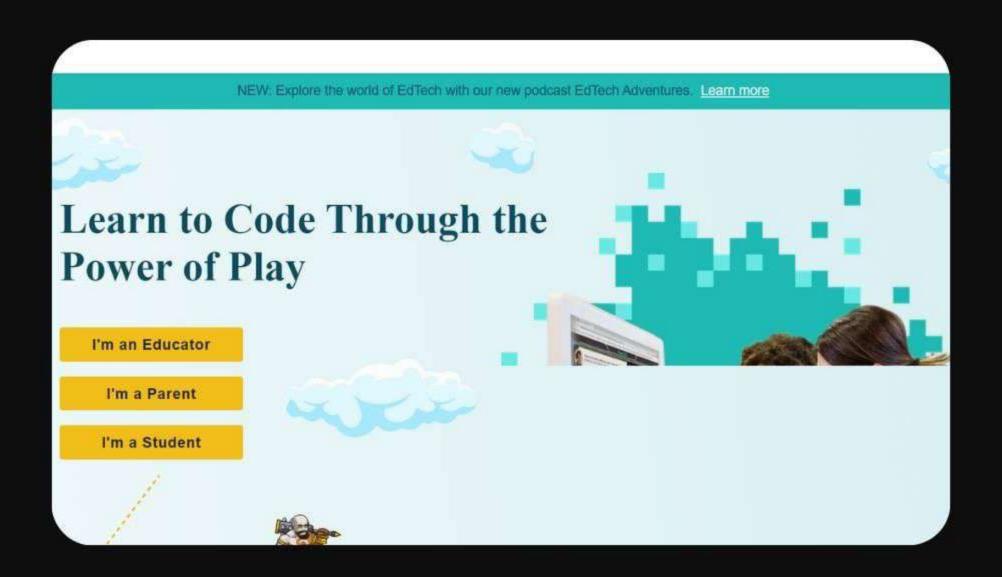
var bricks = [];
var paddiswidth, paddiseleight, bricksNumX, bricksNumY;
var ballx, bally, ballv, ballvy, balloirx, balloiry;
var ballx, bally, ballv, ballvy, balloirx, balloiry;
var restart — true;

for (var y-0; y<20; y++) {
    bricks[y] = [];
    for (var y-0; x<20; x++) {
        bricks[y][x] — true;
    }
}

function sotValues() {
    paddiswidth = 80;
```

#### **Code Combat**

#### codecombat.com





#### lab.reaal.me/jsrobot



#### Untrusted

#### alexnisnevich.github.io/untrusted

UNTRUSTED

- or -

THE CONTINUING ADVENTURES OF DR. EVAL

a game by Alex Nisnevich and Greg Shuflin

Press any key to begin ...

#### @Aakash Kanojiya

## Was it helpful?

follow for more!





