HTML

<html>

<head>

<title>Primitive Space Invaders Clone</title>

<script src =https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.5.8/p5.js></script>

</head>

<body>

</body>

</html>

JAVASCRIPT

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\* Primitive Space Invaders Clone

\* To move use the "LEFT" and "RIGHT" arrows. "SPACE BAR" to shoot!

\*

\* Special Thanks to The Coding Train for the fun tutorial!

\* https://www.youtube.com/watch?v=biN3v3ef-Y0

\*

\*/

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\* Main Program

\*/

var ship;

var aliens = [];

var bombs = [];

function setup() {

createCanvas(600, 400);

ship = new Ship();

for (var i = 0; i < 6; i++) {

aliens[i] = new Alien(i\*80+80, 60);

}

}

function draw() {

background(51);

ship.show();

ship.move();

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

bombs[i].show();

bombs[i].move();

for (var j = 0; j < aliens.length; j++) {

if (bombs[i].hits(aliens[j])) {

aliens[j].weaken();

bombs[i].toRemove();

}

}

}

var edge = false;

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

aliens[i].show();

aliens[i].move();

if (aliens[i].x > width || aliens[i].x < 0) {

edge = true;

}

}

if (edge) {

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

aliens[i].shiftDown();

}

}

for (var i = bombs.length-1; i >= 0; i--) {

if (bombs[i].toDelete) {

bombs.splice(i, 1);

}

}

}

function keyReleased() {

if (key != ' ') {

ship.setDir(0);

}

}

function keyPressed() {

if (key === ' ') {

var bomb = new Bomb(ship.x, height);

bombs.push(bomb);

}

if (keyCode === RIGHT\_ARROW) {

ship.setDir(1);

} else if (keyCode === LEFT\_ARROW) {

ship.setDir(-1);

}

}

/\*\*

\* Ship Constructor

\*/

function Ship() {

this.x = width/2;

this.xdir = 0;

this.show = function() {

fill(255);

rectMode(CENTER);

rect(this.x, height-20, 20, 60);

}

this.setDir = function(dir) {

this.xdir = dir;

}

this.move = function(dir) {

this.x += this.xdir\*5;

}

}

/\*\*

\* Alien

\*/

function Alien(x, y) {

this.x = x;

this.y = y;

this.r = 30;

this.xdir = 1;

this.weaken = function() {

if (this.r > 15) {

this.r = this.r / 2;

} else {

this.r = 0;

}

}

this.shiftDown = function() {

this.xdir \*= -1;

this.y += this.r;

}

this.move = function() {

this.x = this.x + this.xdir;

}

this.show = function() {

fill(255, 0, 200);

ellipse(this.x, this.y, this.r\*2, this.r\*2)

}

}

/\*\*

\* Bombs :(

\*/

function Bomb(x, y) {

this.x = x;

this.y = y;

this.r = 8;

this.toDelete = false;

this.show = function() {

noStroke();

fill(150, 0, 255);

ellipse(this.x, this.y, this.r\*2, this.r\*2);

}

this.hits = function(alien) {

var d = dist(this.x, this.y, alien.x, alien.y);

if (d < this.r + alien.r) {

return true;

} else {

return false;

}

}

this.toRemove = function() {

this.toDelete = true;

}

this.move = function() {

this.y = this.y - 5;

}

}