// sketch.js - Catálogo de Games em p5.js

let games = [

{ id: 1, title: "Nebula Raiders", genre: "Ação", price: 159.9, rating: 4.6 },

{ id: 2, title: "Mystic Woods", genre: "Aventura", price: 299.0, rating: 4.8 },

{ id: 3, title: "Drift Legends", genre: "Corrida", price: 249.9, rating: 4.2 },

{ id: 4, title: "Realm of Mages", genre: "RPG", price: 349.0, rating: 4.9 },

{ id: 5, title: "Pixel Ball 24", genre: "Esporte", price: 229.9, rating: 4.1 }

];

let wishlist = [];

let cardWidth = 250;

let cardHeight = 120;

function setup() {

createCanvas(windowWidth, windowHeight);

textFont("Arial");

}

function draw() {

background(20, 20, 30);

// Título

fill(255);

textSize(36);

textAlign(CENTER, TOP);

text("🎮 GameVerse - Catálogo", width / 2, 20);

// Renderizar cards

textAlign(LEFT, TOP);

let x = 50;

let y = 100;

for (let g of games) {

drawCard(g, x, y);

y += cardHeight + 30;

if (y + cardHeight > height) {

y = 100;

x += cardWidth + 40;

}

}

// Mostrar wishlist

fill(200);

textSize(18);

textAlign(LEFT, BOTTOM);

text("Minha Wishlist: " + wishlist.join(", "), 20, height - 20);

}

function drawCard(game, x, y) {

// Caixa do card

fill(40);

stroke(255);

rect(x, y, cardWidth, cardHeight, 15);

// Nome

noStroke();

fill(255);

textSize(20);

text(game.title, x + 10, y + 10);

// Gênero

textSize(14);

fill(200);

text("Gênero: " + game.genre, x + 10, y + 40);

// Preço

fill(180, 220, 255);

text("Preço: R$ " + game.price.toFixed(2), x + 10, y + 60);

// Avaliação

fill(255, 200, 0);

text("★ " + game.rating.toFixed(1), x + 10, y + 80);

// Botão Wishlist

fill(wishlist.includes(game.title) ? "pink" : "white");

rect(x + cardWidth - 80, y + cardHeight - 40, 70, 30, 8);

fill(0);

textSize(12);

textAlign(CENTER, CENTER);

text("Wishlist", x + cardWidth - 45, y + cardHeight - 25);

textAlign(LEFT, TOP);

}

function mousePressed() {

// Verificar clique nos botões wishlist

let x = 50;

let y = 100;

for (let g of games) {

let bx = x + cardWidth - 80;

let by = y + cardHeight - 40;

if (

mouseX > bx &&

mouseX < bx + 70 &&

mouseY > by &&

mouseY < by + 30

) {

if (wishlist.includes(g.title)) {

wishlist = wishlist.filter((w) => w !== g.title);

} else {

wishlist.push(g.title);

}

}

y += cardHeight + 30;

if (y + cardHeight > height) {

y = 100;

x += cardWidth + 40;

}

}

}

function windowResized() {

resizeCanvas(windowWidth, windowHeight);

}