

Changing the Icon for Food

1. Download the image file that you want to replace the grape with.
2. Move the image file into the /Public directory (the same as grape.png, the current icon).
3. In index.html (the one in the outermost directory), change the src attribute of the element with id "grape" (on line 22) to the path for your new image file. Since it is the same directory, the only part that should need to be changed is the grape.png part, to the name of your file. For example, if the new image was named rat.png, grape.png would be replaced with rat.png.
4. Go to /Public/Game.js and uncomment lines 236 and 237 (which render the image) and comment out lines 234 and 235 (which renders a white rectangle). To uncomment, delete the "/*" and "*/" that come after and before the code. To comment out, add a "/*" before the lines being commented out.
5. Optional: change the id of the element to something more fitting for the new image. Then find line 236 in /Public/Game.js and change the argument of document.getElementById() from "grape" to the new id name, also in quotes. This is not necessary, but keeps the code more descriptive of the actual condition.

Changing the Icon for the Ball

1. Find your image on the internet by using a service like Google Images.
2. In index.html (the one in the outermost directory), insert the following lines:

```
<div style="display:none;">
  
</div>
```

Where it says INSERT YOUR ID HERE replace it with the name of whatever you are replacing the ball with, ie. a soccer ball. Where it says INSERT YOUR IMAGE HERE replace it with the location of the image. You can get this by right clicking on the image and selecting Copy Image Location. The code inserts an invisible HTML element that can be accessed by the game code and then rendered correctly. You can test that the image is being loaded by replacing <div style="display:none;"> with <div>.

3. Go to Game.js and comment out lines 465 through 469 (which renders the rectangle). To comment out, add a "/*" before the lines being commented out.
4. Add the following lines below the code you just commented out:

```
const image = document.getElementById('INSERT YOUR ID HERE');
if (screenNumber == 1) {
  context.drawImage(image, this.ball.x, this.ball.y, this.ball.width,
this.ball.height)
} else {
  context.drawImage(image, ballX, ballY, this.ball.width,
this.ball.height)
}
```

Where it says INSERT YOUR ID HERE replace it with the same thing you replaced it with before. This will render the selected image instead.