4H Programming

Put this image tag under the tag at the bottom: <p>How long can you stay alive?</p>

```
<img id="fireball" src="put_your_image_here" />
#example:
<img id="fireball" src="https://media.giphy.com/media/hZhUqv2ynmq0o/giphy.gif" />
```

Add the parameter "image" to myGamePiece

```
myGamePiece = new component(100, 20, "blue", 200, 15, "image");
```

Add this "else if" inside the this.update function:

```
this.update = function() {
        ctx = myGameArea.context;
        if (this.type == "text") {
            ctx.font = this.width + " " + this.height;
            ctx.fillStyle = color;
            ctx.fillText(this.text, this.x, this.y);
        } else if (this.type == "image") {
            var img = document.getElementById("fireball");
            ctx.drawImage(img, this.x, this.y, this.width, this.height);
        } else {
            ctx.fillStyle = color;
            ctx.fillRect(this.x, this.y, this.width, this.height);
        }
    }
```

```
#add display none to your original image tag:
<img id="fireball" style="display:none;" src="https://media.giphy.com/media/hZhUqv2ynmq0o/giphy.gif" />
```

```
#turn into circle
myGamePiece = new component(30, 30, "red", 10, 120, "circle");
```

Add this if-else to update function.

```
this.update = function() {
        ctx = myGameArea.context;
        if (this.type == "text") {
            ctx.font = this.width + " " + this.height;
            ctx.fillStyle = color;
            ctx.fillText(this.text, this.x, this.y);
        } else if (this.type == "circle") {
            ctx.beginPath();
            ctx.arc(this.x, this.y, 12, 0, 2 * Math.PI);
            ctx.fillStyle = color;
            ctx.fill();
            ctx.shadowColor = color;
            ctx.shadowBlur = 8;
        } else if (this.type == "image") {
            var img = document.getElementById("fireball");
            ctx.drawImage(img, this.x, this.y, this.width, this.height);
        } else {
            ctx.fillStyle = color;
            ctx.fillRect(this.x, this.y, this.width, this.height);
        }
    }
```