

SPACE INVADERS  
PRESS SPACE TO START

```
<STYLE>
    #GAMEBOARD { background-color:#376BD6; }
    #GAME-WRAPPER { margin:20px; width: 500px; }

    @FONT-FACE {
        font-family:"BITEBULLET";
        src: url("FONTS/BITEBULLET.TTF");
    }
    /*
        CSS USED TO CHANGE THE COLOUR OF THE
        BACKGROUND, THE MARGIN AROUND THE GAME CANVAS
        AND THE FONT USED THROUGHOUT THE GAME
    */
</STYLE>
```

```
MISSILE.prototype.draw = function(canvas) {
    Sprites.draw(canvas,'missile',this.x,this.y);
}
MISSILE.prototype.step = function(dt) {
    if(this.y < 0 || this.y > game.height) { return false; }
    if(game.keyse['left']) { this.x -= 100 * dt; }
    if(game.keyse['right']) { this.x += 100 * dt; }
    if(this.player) this.board.missiles--;
    if(this.board.missiles < 0) this.board.missiles=0;
    this.board.remove(this);
}
```

```
var gameaudio = new function() {
    this.loadQueue = [];
    this.loadingSounds = 0;
    this.sounds = {};
    var channelsMax = 10;
    audioChannels = new Array();
    for (a=0;a<channelsMax;a++) {
        audioChannels[a] = new Array();
        audioChannels[a]['channel'] = new Audio();
        audioChannels[a]['finished'] = -1;
    }
}

function endgame() {
    var screen = new GameScreen('game over','press space to restart', //text at end of game when lost
    function() {
        game.loadLevel(new GameBoard());
    });
    game.loadBoard(screen);
}
```

GAME OVER  
PRESS SPACE TO RESTART

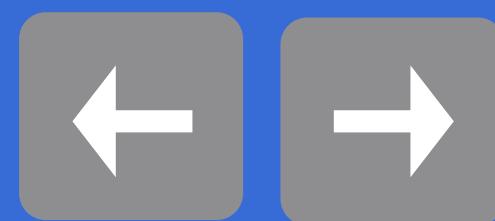
SPACE

```
function startGame() {
    var screen = new GameScreen('space invaders','press space to start', //text at start of game
    function() {
        game.loadBoard(new GameBoard());
    });
    game.loadBoard(screen);
    game.loop();
}
```



```
var spritedata = {
    'ALIEN1': { sx: 0, sy: 0, w: 47, h: 35, cls: ALIEN, frames: 3 }, //AMOUNT OF FRAMES FOR ALIEN 1 DETERMINED HERE
    'ALIEN2': { sx: 0, sy: 36, w: 47, h: 35, cls: ALIEN, frames: 3 }, //AMOUNT OF FRAMES FOR ALIEN 2 DETERMINED HERE
    'PLAYER': { sx: 0, sy: 72, w: 53, h: 34, cls: PLAYER },
    'MISSILE': { sx: 0, sy: 95, w: 4, h: 11, cls: MISSILE }
}
```

```
player.prototype.step = function(dt) {
    if(game.keyse['left']) { this.x -= 100 * dt; }
    if(game.keyse['right']) { this.x += 100 * dt; }
```



```
var player = function(playeropts) {
    this.reloading = 0;
}
player.prototype.draw = function(canvas) {
    Sprites.draw(canvas,'player',this.x,this.y);
```



```
this.collision = function(o1,o2) {
    return !(o1.y+o1.h-1<o2.y) || (o1.y>o2.y+o2.h-1) ||
        (o1.x+o1.w-1<o2.x) || (o1.x>o2.x+o2.w-1);
}
this.collide = function(obj) {
    return this.detect(function() {
        if(obj != this || !this.invincible)
            return board.collision(obj,this) ? this : false;
    });
};
```



```
this.nextlevel = function() {
    return game.level.data.level == number + 1 ?
        (level.number + 1) : false;
};

this.loadlevel(game.level.data.level[number])
```

PASS 4  
LEVELS

NICOLE COOK

SPACE INVADERS FLOW CHART