<!-- Created by ni30tians -->

<html>

<head>

<title>3D Car Drive</title>

<meta name="viewport" content="width=device-width, initial-scale=1" >

</head>

<body onload="done()">

<div id="scoreDiv">

<span id="score">0</span>

<img src="https://image.ibb.co/jRAp0y/coin.png" id="cn">

</div>

<div class="gameHome" id="startPage">

<div id="gameTitle">3D Car Racing</div>

<button onclick="ld()" id="playBtn"><span style="font-size:18px">Loading Assets<br>Please Wait...<br>This may take a few seconds for first time</span></button><br>

<div id="ldc"><div id="loading"></div></div>

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<br>

<hr color="#000000">

<font color="#000000">MADE BY NITISH JHA, Email:- ernkjiit439@gmail.com<font>

<script type="text/javascript">

(function(){

"use strict"

var hw = window.innerWidth || 360;

var hh = window.innerHeight || 560;

var gameHome = document.getElementById("startPage");

var scoreDiv = document.getElementById("scoreDiv");

if(hh > hw){

gameHome.style.height = hw+"px";

gameHome.style.width = hh+"px";

gameHome.style.transform = "translateX("+hw+"px) rotate(90deg)";

scoreDiv.style.bottom = 0;

scoreDiv.style.transform = "rotate(90deg) translateX(40px)";

}

})();

</script>

</div>

<div id="mainContainer" style="background:#0f0" >

<img id="city" src="https://image.ibb.co/jCGU0y/cty.jpg">

<canvas id="myCanvas" style="/\*background:#9de732\*/" ></canvas>

</div>

<img class="aImg" id="t1" src="https://image.ibb.co/dZi5Ly/t1.png">

<img class="aImg" id="t2" src="https://image.ibb.co/jajjDJ/t2.png">

<img class="aImg" id="t3" src="https://image.ibb.co/it4jDJ/t5.png">

<img class="aImg" id="t4" src="https://image.ibb.co/ksy0nd/t4.png">

<img class="aImg" id="c1" src="https://image.ibb.co/f4v7YJ/c2.png">

<script>

var ld;

var loaded = false;

function done(){

document.getElementById("ldc").innerHTML="";

document.getElementById("ldc").style.display = "none";

document.getElementById("playBtn").innerHTML = "PLAY";

loaded = true;

}

(function(){

var w = window.innerWidth || 360;

var h = window.innerHeight || 560;

if(h > w){

var nh = h;

h = w;

w = nh;

document.getElementById("mainContainer").style.transform = "translateX("+(h)+"px) rotate(90deg)";

}

document.getElementById("mainContainer").style.width = w+"px";

document.getElementById("mainContainer").style.height = h+"px";

document.getElementById("city").style.height = h\*.3+"px";

document.getElementById("city").style.width = w+"px";

var c = document.getElementById("myCanvas");

c.height = h;

c.width = w;

var ctx = c.getContext("2d");

function loadGame(){

"use strict";

var roadWidth = 5\*w/36;

var roadTop = h-h\*0.7;

var roadLeft = (w-roadWidth)/2;

var roadConstant = roadLeft/(h-roadTop);

var score = 0;

var scoreC = document.getElementById("score");

function updateScore(ds){

score+=ds;

scoreC.textContent = score;

}

updateScore(0);

var rso = [];

var ratio = 0.8;

var totalRso = 20;

var maxHF = h\*(1-ratio)/(2.25\*(1-Math.pow(ratio,totalRso)));

var maxH = maxHF;

var totalHeight = 0.7\*h;

var minWidth = 1;

var maxWidth = 26;

var dif = maxWidth - minWidth;

var changedHeight = totalHeight-maxH\*ratio;

var cnst1 = Math.pow(ratio,totalRso)/(1-ratio);

var stp = h-totalHeight;

var tMaxH = h\*20/36;

var treeCnst = tMaxH/roadLeft;

var gameDifficulty = 100;

function TreeBuilder(src,src2,start,left){

this.src = treeSrc[src];

this.src2 = treeSrc[src2];

this.y = start;

this.x = 0;

this.h = 0;

this.w = 0;

this.dy = 0.01;

this.r = 1.009;

this.left = left;

}

TreeBuilder.prototype.draw = function(){

this.y += this.dy;

this.dy \*= this.r;

this.x = (h-this.y)\*roadConstant - this.w - this.w\*this.left;

this.h = (roadLeft-this.x-this.w\*this.left)\*treeCnst;

this.w = this.h\*2/3;

ctx.drawImage(this.src,this.x,this.y-this.h,this.w,this.h);

ctx.drawImage(this.src2,w-this.x-this.w,this.y-this.h,this.w,this.h);

if(this.y >= h){

this.y = stp;

this.h = 0;

this.w = 0;

this.left = Math.random()\*3;

this.dy = 0.5;

}

}

function \_i(x){

return document.getElementById(x);

}

var treeSrc = [\_i("t1"),\_i("t2"),\_i("t3"),\_i("t4")];

var trees = [];

for(var n = 0; n < ((h\*0.7)/50-2); n++){

trees.push(new TreeBuilder(Math.floor(Math.random()\*4),Math.floor(Math.random()\*4),stp+n\*50,2));

}

var carWCnst = roadLeft\*2/totalHeight;

var carW = (w > 560) ? 120 : 90;

var carH = carW\*2/3;

function CarBuilder(src,start,lane){

this.src = carSrc[src];

this.y = start;

this.x = 0;

this.h = 0;

this.w = 0;

this.dy = 0.5;

this.lane = lane;

}

CarBuilder.prototype.draw = function(){

this.dy \*= 1.01;

this.y += this.dy;

this.x = (carWCnst/2)\*(h-this.y)+(w-(carWCnst\*(h-this.y)))\*this.lane/8;

this.w = carW-carW\*carWCnst\*(h-this.y)/w;

this.h = 1.7\*this.w/3;

ctx.drawImage(this.src,this.x,this.y-this.h,this.w,this.h);

if(this.y >= h-20){

if(Math.abs(this.x-cx) <= carH && Math.abs(this.y-h+carH) <= carH){

clearInterval(intv);

setTimeout(function(){

document.getElementById("mainContainer").style.display = "none";

document.getElementById("startPage").style.display = "block";

},1000);

}

}

if(this.y >= h+100){

this.y = stp;

this.h = 0;

this.w = 0;

this.left = Math.random()\*3;

this.dy = 0.5;

this.lane = 1+Math.random()\*5;

}

}

var carSrc = [\_i("c1"),\_i("c1"),\_i("c1")];

var cars = [];

for(var n = 0; n < ((h\*0.7+100)/gameDifficulty); n++){

cars.push(new CarBuilder(Math.floor(Math.random()\*3),stp+n\*gameDifficulty,1));

}

//Coin.....

var coinW = (w > 560) ? 75 : 60;

function CoinBuilder(start,lane){

this.src = coinSrc;

this.y = start;

this.x = 0;

this.h = 0;

this.w = 0;

this.dy = 0.5;

this.lane = lane;

}

CoinBuilder.prototype.draw = function(){

this.dy \*= 1.01;

this.y += this.dy;

this.x = (carWCnst/2)\*(h-this.y)+(w-(carWCnst\*(h-this.y)))\*this.lane/8;

this.w = coinW-coinW\*carWCnst\*(h-this.y)/w;

this.h = this.w;

ctx.drawImage(this.src,this.x,this.y-this.h,this.w,this.h);

if(this.y >= h-20){

if(Math.abs(this.x-cx) <= coinW && Math.abs(this.y-h+coinW) <= coinW){

this.y = stp;

this.h = 0;

this.w = 0;

this.left = Math.random()\*3;

this.dy = 0.5;

this.lane = Math.floor(1+Math.random()\*5);

updateScore(1);

}

}

if(this.y >= h+100){

this.y = stp;

this.h = 0;

this.w = 0;

this.left = Math.random()\*3;

this.dy = 0.5;

this.lane = Math.floor(1+Math.random()\*5);

}

}

var coinSrc = \_i("cn");

var coins = [];

for(var n = 0; n < ((h\*0.7+100)/(gameDifficulty-50)); n++){

coins.push(new CoinBuilder(stp+n\*(gameDifficulty-50),6));

}

//End Coin...

function rectPoints(n,ho){

n = totalRso-n-1;

var y1 = stp+maxH\*cnst1\*(Math.pow(1/ratio,n)-1);

var x1 = roadLeft-roadConstant\*(y1-stp);

var y2 = y1;

var x2 = x1 + minWidth+(y1-stp)\*dif/totalHeight;

var y3 = y1 + maxH\*cnst1\*(Math.pow(1/ratio,n+1)-1);

var x3 = roadLeft-roadConstant\*(y3-stp);

var y4 = y3;

var x4 = x3 + minWidth+(y3-stp)\*dif/totalHeight;

return [x1,y1,x2,y2,x4,y4,x3,y3];

}

for(var n = 0; n < totalRso; n++){

rso.push(rectPoints(n,h));

rso[n][8] = (n%2==0) ? "#000" : "#fff";

}

function draw(){

ctx.beginPath();

ctx.moveTo((w-roadWidth)/2,stp);

ctx.lineTo((w-roadWidth)/2+roadWidth,stp);

ctx.lineTo(w,h);

ctx.lineTo(0,h);

ctx.fillStyle="#555";

ctx.fill();

ctx.closePath();

for(var n = 0; n < totalRso; n++){

ctx.beginPath();

ctx.moveTo(rso[n][0],rso[n][1]);

ctx.lineTo(rso[n][2],rso[n][3]);

ctx.lineTo(rso[n][4],rso[n][5]);

ctx.lineTo(rso[n][6],rso[n][7]);

ctx.lineTo(rso[n][0],rso[n][1]);

ctx.lineWidth = 2;

ctx.fillStyle = rso[n][8];//"rgb("+Math.floor(Math.random()\*255)+","+Math.floor(Math.random()\*255)+","+Math.floor(Math.random()\*255)+")";

ctx.fill();

ctx.closePath();

ctx.beginPath();

ctx.moveTo(w-rso[n][0],rso[n][1]);

ctx.lineTo(w-rso[n][2],rso[n][3]);

ctx.lineTo(w-rso[n][4],rso[n][5]);

ctx.lineTo(w-rso[n][6],rso[n][7]);

ctx.lineTo(w-rso[n][0],rso[n][1]);

ctx.lineWidth = 2;

ctx.fillStyle = rso[n][8];//"rgb("+Math.floor(Math.random()\*255)+","+Math.floor(Math.random()\*255)+","+Math.floor(Math.random()\*255)+")";

ctx.fill();

ctx.closePath();

}

}

var cx = (w-carW)/2;

var cl = false, cr = false;

var car = \_i("c1");

var ms = 3\*w/560;

function drawCar(){

if(cl) if(cx+carW+50 < w) cx+=ms;

if(cr) if(cx-50 > 0) cx-=ms;

ctx.drawImage(car,cx,h-carH,carW,carH);

}

var m = 0;

var intv = setInterval(function(){

try{

ctx.clearRect(0,0,w,h);

maxH+=0.5;

changedHeight = maxH\*cnst1\*(Math.pow(1/ratio,totalRso-1)-1);//maxH\*(1-Math.pow(ratio,totalRso-5))/(1-ratio);

if(changedHeight >= totalHeight){

maxH = maxHF;

m++;

}

for(var n = 0; n < totalRso; n++){

rso[n]=rectPoints(n,h-totalHeight+changedHeight);

if(m%2==0) rso[n][8] = (n%2==0) ? "#000" : "#fff";

else rso[n][8] = (n%2==1) ? "#000" : "#fff";

}

draw();

for(var n = 0; n < trees.length; n++){

trees[n].draw();

}

for(var n = 0; n < coins.length; n++){

coins[n].draw();

}

for(var n = 0; n < cars.length; n++){

cars[n].draw();

}

drawCar();

}catch(err){

}

},10)

//draw();

//Game Control

//Touch

function getTouch(e){

e.preventDefault();

var to = e.changedTouches[0];

var ty = parseInt(to.clientY);

if(ty>(h/2)){

cl = true;

}

else{

cr = true;

}

}

function getTouchEnd(){

cl = false;

cr = false;

}

c.removeEventListener("touchstart",getTouch);

c.removeEventListener("touchend",getTouchEnd);

c.addEventListener("touchstart",getTouch);

c.addEventListener("touchend",getTouchEnd);

//Key..

function getKey(e){

e.preventDefault();

var ty = e.keyCode;

if(ty===39){

cr = false;

cl = true;

}

else if(ty===37){

cl = false;

cr = true;

}

}

function getKeyEnd(e){

var ty = e.keyCode;

if(ty === 39) cl = false;

else if(ty === 37) cr = false;

}

document.body.removeEventListener("keydown",getKey);

document.body.removeEventListener("keyup",getKeyEnd);

document.body.addEventListener("keydown",getKey);

document.body.addEventListener("keyup",getKeyEnd);

//Accelarometre

function driveCar(e){

var y = e.accelerationIncludingGravity.y;

if(y > 0){

if(cx+carW+50 < w) cx += y\*ms;

}

else{

if(cx-50 > 0) cx += y\*ms;

}

}

if(window.DeviceMotionEvent){

window.removeEventListener("devicemotion",driveCar)

window.addEventListener("devicemotion",driveCar,false)

}

//End

}

ld = function(){

if(loaded){

document.getElementById("startPage").style.display = "none";

document.getElementById("mainContainer").style.display = "block";

loadGame();

}

}

})();

</script>

</body>

</html>