

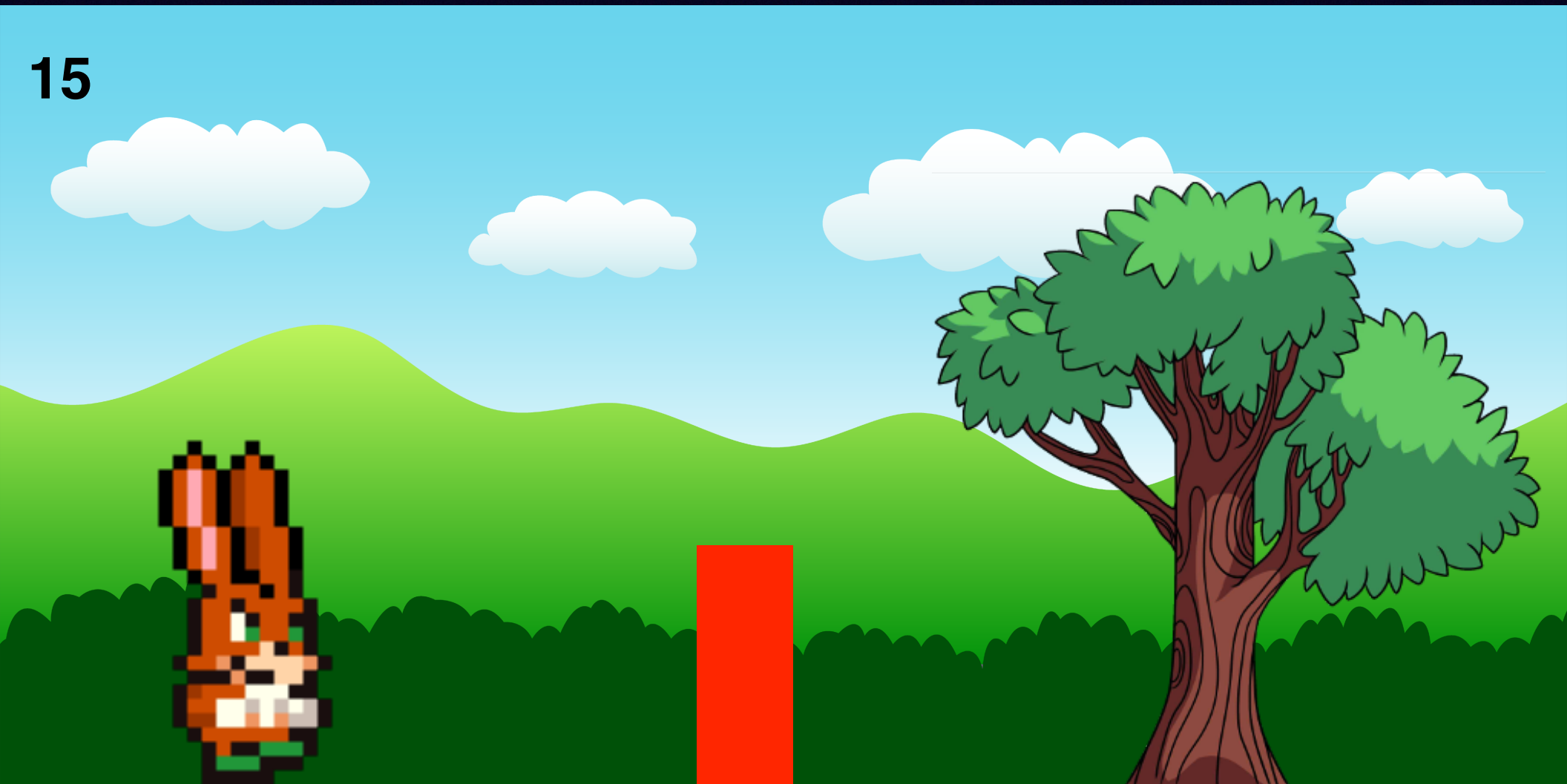
Lesson 6

parallax backgrounds

Quiz show

Drawing in layers

15



Add some assets

- Get images for background and foreground
 - **hills.png** and **tree.png** from courses.plaidshirt.io
 - Or your own
 - Put them in the **images** directory

Add some assets

- Edit **IMAGES** array in **variables.js**

Layer 1: Background

```
context.drawImage(  
    IMAGES.hills.data,  
    0, 0, canvas.width, canvas.height)
```

What to draw

Where to draw it

How big it is

Layer 2: Trees

```
context.drawImage(  
    IMAGES.tree.data,  
    240, canvas.height-TREE_SIZE,  
    TREE_SIZE, TREE_SIZE)
```


Can you: draw multiple trees?

```
for (x=?; x<?; x+=?) {  
    context.drawImage(  
        IMAGES.tree.data,  
        ?, canvas.height-TREE_SIZE,  
        TREE_SIZE, TREE_SIZE)  
}
```


Can you: make the trees move?

- Add a **TREE_X** variable in **variables.js**
- Use **TREE_X** in **draw()**, in **draw.js**
- Update **TREE_X** in **updateGame()**, in **gameLoop.js**

Bonus: save high scores

```
loadScores()  
saveScores()
```