**HTML Canvas, Media, Audio and JavaScript Objects, Variables, Functions, Loops, Events**

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**Week:** 06

**Coding Topic:** HTML5 Canvas, Media, Audio, JavaScript objects, loops, conditionals, etc.

**Description of Understanding:** For the project I created a simple pong game using multiple JavaScript objects, DOM, animation frame, functions, variables, etc. The game does not detect collision however just so I didn’t have to put too much work into add something that wasn’t quite necessary. I also added a YouTube video URL to the HTML page just to show the process of how to include media, as well as a free audio file I found for the same reason.

For pong, there is a paddle object and ball object that controls all of the user’s input, detects basic collision, and keeps track of the information.

**Teaching Video:**

**Starting at:**

**Also Integrated with:**

|  |  |  |  |
| --- | --- | --- | --- |
| **File** | **Git Link** | **What should I be looking for?** | **Sandbox or Your code?** |
| Index.html | [Link](https://github.com/rifeconrad/CIT261/tree/master/Week03%20-%20HTML%20Canvas%2C%20Media%2C%20Audio%3B%20JS%20Objects%2C%20etc) | This is where the canvas is created and the YouTube video and audio are added. |  |
| Summer.mp3 | [Link](https://github.com/rifeconrad/CIT261/tree/master/Week03%20-%20HTML%20Canvas%2C%20Media%2C%20Audio%3B%20JS%20Objects%2C%20etc) | Nothing. Just needed if you want to hear the awful audio! |  |
| Week03.css | [Link](https://github.com/rifeconrad/CIT261/tree/master/Week03%20-%20HTML%20Canvas%2C%20Media%2C%20Audio%3B%20JS%20Objects%2C%20etc) | Nothing more than applying borders. |  |
| Week03.js | [Link](https://github.com/rifeconrad/CIT261/tree/master/Week03%20-%20HTML%20Canvas%2C%20Media%2C%20Audio%3B%20JS%20Objects%2C%20etc) | Look for the animation frame called at the beginning of the update function. The declaration of the paddle and ball object (as well as instances created just before the main update loop). Additionally, at the very bottom of the program are where events are handles. Included are the “keyup” and “keypress” events that accept user input and create a map of the bottoms currently pressed. |  |

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