

Nama : Rizqy Prastya Ari Nugroho
NIM : 01817147194

BOX COLLISION CAR GAME

Perubahan script :

1. Penambahan script level pada object level, dengan indeks 4 dan 5 yang berarti level 5 dan 6

```
1
2 carGame.levels = new Array();
3 carGame.levels[0] = [{"type": "car", "x": 50, "y": 210, "fuel": 20},
4 {"type": "box", "x": 250, "y": 270, "width": 250, "height": 25, "rotation": 0},
5 {"type": "box", "x": 500, "y": 250, "width": 65, "height": 15, "rotation": -10},
6 {"type": "box", "x": 600, "y": 225, "width": 80, "height": 15, "rotation": -20},
7 {"type": "box", "x": 950, "y": 225, "width": 80, "height": 15, "rotation": 20},
8 {"type": "box", "x": 1100, "y": 250, "width": 100, "height": 15, "rotation": 0},
9 {"type": "win", "x": 1200, "y": 215, "width": 15, "height": 25, "rotation": 0}];
10
11 carGame.levels[1] = [{"type": "car", "x": 50, "y": 310, "fuel": 20},
12 {"type": "box", "x": 250, "y": 370, "width": 250, "height": 25, "rotation": 0},
13 {"type": "box", "x": 500, "y": 350, "width": 65, "height": 15, "rotation": -10},
14 {"type": "box", "x": 600, "y": 325, "width": 80, "height": 15, "rotation": -20},
15 {"type": "box", "x": 666, "y": 285, "width": 80, "height": 15, "rotation": -32},
16 {"type": "box", "x": 950, "y": 225, "width": 80, "height": 15, "rotation": 15},
17 {"type": "box", "x": 1100, "y": 250, "width": 100, "height": 15, "rotation": 0},
18 {"type": "win", "x": 1200, "y": 215, "width": 15, "height": 25, "rotation": 0}];
19
20 carGame.levels[2] = [{"type": "car", "x": 50, "y": 310, "fuel": 50},
21 {"type": "box", "x": 150, "y": 370, "width": 150, "height": 25, "rotation": 0},
22 {"type": "box", "x": 300, "y": 356, "width": 25, "height": 15, "rotation": -10},
23 {"type": "box", "x": 500, "y": 350, "width": 65, "height": 15, "rotation": -10},
24 {"type": "box", "x": 600, "y": 325, "width": 80, "height": 15, "rotation": -20},
25 {"type": "box", "x": 666, "y": 285, "width": 80, "height": 15, "rotation": -32},
26 {"type": "box", "x": 950, "y": 225, "width": 80, "height": 15, "rotation": 10},
27 {"type": "box", "x": 1100, "y": 250, "width": 100, "height": 15, "rotation": 0},
28 {"type": "win", "x": 1200, "y": 215, "width": 15, "height": 25, "rotation": 0}];
29
30 carGame.levels[3] = [{"type": "car", "x": 50, "y": 210, "fuel": 20},
31 {"type": "box", "x": 100, "y": 270, "width": 190, "height": 15, "rotation": 20},
32 {"type": "box", "x": 380, "y": 320, "width": 100, "height": 15, "rotation": -10},
33 {"type": "box", "x": 666, "y": 285, "width": 80, "height": 15, "rotation": -32},
34 {"type": "box", "x": 950, "y": 295, "width": 80, "height": 15, "rotation": 20},
35 {"type": "box", "x": 1100, "y": 310, "width": 100, "height": 15, "rotation": 0},
36 {"type": "win", "x": 1200, "y": 275, "width": 15, "height": 25, "rotation": 0}];
37
38
39 // Level 6
40 carGame.levels[4] = [{"type": "car", "x": 90, "y": 150, "fuel": 40},
41 {"type": "box", "x": 120, "y": 300, "width": 200, "height": 15, "rotation": 0},
42 {"type": "box", "x": 380, "y": 270, "width": 120, "height": 15, "rotation": -20},
43 {"type": "box", "x": 750, "y": 265, "width": 90, "height": 15, "rotation": 15},
44 {"type": "box", "x": 870, "y": 290, "width": 120, "height": 15, "rotation": 0},
45 {"type": "box", "x": 1120, "y": 400, "width": 100, "height": 15, "rotation": -28},
46 {"type": "box", "x": 800, "y": 500, "width": 180, "height": 15, "rotation": 7},
47 {"type": "win", "x": 680, "y": 450, "width": 15, "height": 25, "rotation": 7}];
48
49 // Level 6
50 carGame.levels[5] = [{"type": "car", "x": 80, "y": 380, "fuel": 50},
51 {"type": "box", "x": 90, "y": 420, "width": 250, "height": 25, "rotation": 0},
52 {"type": "box", "x": 190, "y": 400, "width": 100, "height": 15, "rotation": -15},
53 {"type": "box", "x": 315, "y": 350, "width": 100, "height": 15, "rotation": -30},
54 {"type": "box", "x": 580, "y": 260, "width": 80, "height": 15, "rotation": -30},
55 {"type": "box", "x": 830, "y": 220, "width": 170, "height": 15, "rotation": 0},
56 {"type": "box", "x": 1200, "y": 390, "width": 120, "height": 15, "rotation": 0},
57 {"type": "box", "x": 1150, "y": 380, "width": 100, "height": 15, "rotation": 15},
58 {"type": "box", "x": 730, "y": 470, "width": 200, "height": 15, "rotation": 7},
59 {"type": "win", "x": 650, "y": 415, "width": 15, "height": 25, "rotation": 7}];
60
```

2. Perubahan pada script CSS

Penambahan level harus diikuti sertakan dengan penambahan background level dengan pemberian nama sesuai script index pada java script.

Adapun saya menambahkan juga code css untuk membuat canvas terletak pada tengah window browser.

Pada progress bar saya lakukan perubahan warna agar menyatu dengan tema yang saya buat

A screenshot of a code editor with a dark background and light-colored text. The editor shows a series of CSS rules for game levels, numbered 1 through 29. The rules are for classes .gamebg-level0 through .gamebg-level5, and .gamebg-won. Each rule sets a background image from the 'images' directory. The .gamebg-won rule sets a background image from 'images/win.png'. The code is as follows:

```
1  /* !Change This */
2  .gamebg-level0 {
3      background: #eee url(images/bg1.png);
4  }
5
6  .gamebg-level1 {
7      background: #eee url(images/bg2.png);
8  }
9
10 .gamebg-level2 {
11     background: #eee url(images/bg3.png);
12 }
13
14 .gamebg-level3 {
15     background: #eee url(images/bg4.png);
16 }
17
18 .gamebg-level4 {
19     background: #eee url(images/bg5.png);
20 }
21
22 .gamebg-level5 {
23     background: #eee url(images/bg6.png);
24 }
25
26 .gamebg-won {
27     background: #eee url(images/win.png);
28 }
29
```

```

1  html, body{
2    background: linear-gradient(darkblue, cyan);
3    font-family: 'Play', arial, serif;
4    margin: 0;
5    padding: 0;
6    height: 100vh;
7  }

```

```

1  .progressbar {
2    position: absolute;
3    top: 10px;
4    right: 10px;
5
6    width: 300px;
7    height: 20px;
8    margin: 2px;
9    border: 1px solid #000;
10   box-shadow: 0 0 12px cyan;
11
12   background: -webkit-gradient(linear, left top, left bottom, color-stop(0%,#8C906F), color-stop(
13   48%,#8C906F), color-stop(51%,#323721), color-stop(54%,#55624F), color-stop(100%,#55624F));
14   /* webkit */
15   background: gradient(linear, left top, left bottom, color-stop(0%,#8C906F
16   ), color-stop(48%,#8C906F), color-stop(51%,#323721), color-stop(54%,#55624F), color-stop(100%,#556
17   24F))
18   ;
19 }
20
21 .progressbar .fuel-value {
22   height: 20px;
23   background: linear-gradient(cyan , blue); /* webkit */
24   background: gradient(linear, left top, left bottom, color-stop(0%,#ff6600
25   ), color-stop(48%,#ff6600), color-stop(51%,#eb5c00), color-stop(54%,#e05700), color-stop(100%,#d65
26   200))
27   ;
28 }

```

Kendala yang saya alami :

Sepertinya tidak ada, karena pada dasarnya saya sudah tau urutan dari beberapa algoritma pada script ini. Mungkin hanya pada satu function yang saya lupa yaitu Draw Collision untuk menampilkan area collision yang pada defaultnya mempunyai nilai false jadi collision tidak ditampilkan, hal ini mempermudah saya dalam menentukan area collision yang akan saya buat.