**Index.html**

<!DOCTYPE html>

<html>

<head>

    <title>C85</title>

<link rel="stylesheet" href="style.css">

<script src="fabric.js"></script>

<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.0/css/bootstrap.min.css">

<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.4.1/jquery.min.js"></script>

<script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.0/js/bootstrap.min.js"></script>

</head>

<body class="body\_backgorund">

    <center>

        <h2 class="btn-primary">MINECRAFT</h2>

        <div id="head\_info" class="btn-danger">

            <h3>Current Width  = <span id="current\_width">30</span></h3>

            <h3>Current Height  = <span id="current\_height">30</span></h3>

        </div>

        <canvas width="1000" height="600" id="myCanvas"></canvas>

    </center>

    <script src="main.js"></script>

</body>

</html>

**Main.JS**

var canvas = new fabric.Canvas('myCanvas');

player\_x = 10;

player\_y = 10;

block\_image\_width = 30;

block\_image\_height = 30;

var player\_object= "";

var block\_image\_object= "";

function player\_update()

{

    fabric.Image.fromURL("player.png", function(Img) {

    player\_object = Img;

    player\_object.scaleToWidth(150);

    player\_object.scaleToHeight(140);

    player\_object.set({

    top:player\_y,

    left:player\_x

    });

    canvas.add(player\_object);

    });

}

function new\_image(get\_image)

{

    fabric.Image.fromURL(get\_image, function(Img) {

    block\_image\_object = Img;

    block\_image\_object.scaleToWidth(block\_image\_width);

    block\_image\_object.scaleToHeight(block\_image\_height);

    block\_image\_object.set({

    top:player\_y,

    left:player\_x

    });

    canvas.add(block\_image\_object);

    });

}

window.addEventListener("keydown", my\_keydown);

function my\_keydown(e)

{

keyPressed = e.keyCode;

console.log(keyPressed);

if(e.shiftKey == true && keyPressed == '80')

{

    console.log("p and shift pressed together");

    block\_image\_width = block\_image\_width + 10;

    block\_image\_height = block\_image\_height + 10;

    document.getElementById("current\_width").innerHTML = block\_image\_width;

    document.getElementById("current\_height").innerHTML = block\_image\_height;

}

if(e.shiftKey && keyPressed == '77')

{

    console.log("m and shift pressed together");

    block\_image\_width = block\_image\_width - 10;

    block\_image\_height = block\_image\_height - 10;

    document.getElementById("current\_width").innerHTML = block\_image\_width;

    document.getElementById("current\_height").innerHTML = block\_image\_height;

}

    if(keyPressed == '38')

    {

        up();

        console.log("up");

    }

    if(keyPressed == '40')

    {

        down();

        console.log("down");

    }

    if(keyPressed == '37')

    {

        left();

        console.log("left");

    }

    if(keyPressed == '39')

    {

        right();

        console.log("right");

    }

    if(keyPressed == '87')

    {

        new\_image('wall.jpg');

        console.log("w");

    }

    if(keyPressed == '71')

    {

        new\_image('ground.png');

        console.log("g");

    }

    if(keyPressed == '76')

    {

        new\_image('light\_green.png');

        console.log("l");

    }

    if(keyPressed == '84')

    {

        new\_image('trunk.jpg');

        console.log("t");

    }

    if(keyPressed == '82')

    {

        new\_image('roof.jpg');

        console.log("r");

    }

    if(keyPressed == '89')

    {

        new\_image('yellow\_wall.png');

        console.log("y");

    }

    if(keyPressed == '68')

    {

        new\_image('dark\_green.png');

        console.log("d");

    }

    if(keyPressed == '85')

    {

        new\_image('unique.png');

        console.log("u");

    }

    if(keyPressed == '67')

    {

        new\_image('cloud.jpg');

        console.log("c");

    }

}

function up()

{

    if(player\_y >=0)

    {

        player\_y = player\_y - block\_image\_height;

        console.log("block image height = " + block\_image\_height);

        console.log("When Up arrow key is pressed, X =  " + player\_x + " , Y = "+player\_y);

        canvas.remove(player\_object);

        player\_update();

    }

}

function down()

{

    if(player\_y <=500)

    {

        player\_y = player\_y + block\_image\_height;

        console.log("block image height = " + block\_image\_height);

        console.log("When Down arrow key is pressed, X =  " + player\_x + " , Y = "+player\_y);

        canvas.remove(player\_object);

        player\_update();

    }

}

function left()

{

    if(player\_x >0)

    {

        player\_x = player\_x - block\_image\_width;

        console.log("block image width = " + block\_image\_width);

        console.log("When Left arrow key is pressed, X =  " + player\_x + " , Y = "+player\_y);

        canvas.remove(player\_object);

        player\_update();

    }

}

function right()

{

    if(player\_x <=850)

    {

        player\_x = player\_x + block\_image\_width;

        console.log("block image width = " + block\_image\_width);

        console.log("When Right arrow key is pressed, X =  " + player\_x + " , Y = "+player\_y);

        canvas.remove(player\_object);

        player\_update();

    }

}