**HTML5 JavaScript Canvas Carrom**

CARROM is a board game with two modes to play

1. Player v/s Player, and
2. Computer v/s Player

This is a total point-based game where each player’s points are being calculated and the player with most point wins.

There are Black, White and Red coins on the board which are considered for counting the points based on the user who pot them.

When a Black coin is pot, it gives 10 points to the user.

When a White coin is pot, it gives 20 points to the user.

When a Red coin is pot, it gives 50 points to the user but user has to pot one more coin after he pot the Red coin. It can be either Black or White.

**Technology Used**

HTML5, CSS3, JavaScript, JQuery, BootStrap

**Installation**

To work on the code, one can use VS Code editor. <https://code.visualstudio.com/download>

Unzip the files keep it anywhere on your system.

Open the folder in VS Code.

The entry is the index.html file.

You can directly open the index.html file in browser to see the game running.

In VS Code if you change anything on index.html, you need to refresh the browser to see the changes.

**Deploying the game in any site**

Best way to deploy this game is inside an iframe which does not affect the page layout.

e.g. <https://developer.mozilla.org/en-US/docs/Web/HTML/Element/iframe>

Deploy everything in this folder on your server inside a folder.

On any page create an iframe and load this game.

**How to play**

1. Select the play mode either with computer or another player
2. Game begins
3. Move the mouse cursor left and right on the game
4. Click to place the Striker
5. Press escape on keyboard to place the Striker again
6. Move the mouse cursor towards player side to set a speed to hit the Striker
7. Click to hit
8. Don’t hit blue highlighted coins which attracts penalty
9. This game does not allow you to hit backwards
10. If you pot a coin, you can go for another
11. Below the board, there are status of each move is being displayed
12. If there is a coin on the player side placing bar, player can not place the Striker there

**Features**

1. Nice snowfall animation
2. Customizable board and backgrounds
3. Background music
4. Lots of other customization

**Configurations**

1. The background of the game can be configured by the user while game play.
2. The Board background is customizable
3. Game background music can be stopped
4. The flower on the board can be changed

**Customize without opening the code**

If you would like to change the backgrounds or music or any other graphic element, just replace the graphics element or sound element within the same location and with the same file name.

For example: if you want to change music, remove the music file and put another file with same name.

**Code Help for Developers**

Code is well commented for ease of development

**Folder structure**

assets

css

js

.gitignore

Help.docx

index.html

README.md

Js folder files and their functionality

**boardSetup.js**

This file is used to create the UI elements for the board.

There are multiple canvas elements inside which the graphics are being rendered.

**coinFunc.js**

This file initiates the coin object with required features for the coin

**main.js**

This defined the game play and the logic for user interactions

**rain.js**

This is the background effect of rain fall

**shapeFunc.js**

This file creates the shapes like circles lines etc.

**Enhancements that can be done**

Different difficulty levels with stronger AI coding.

More customization options

LocalStorage for game progress

Multiple background effects

Multiple game background music

Board border graphics

Multiplayer online game

Professional carrom game play

Mini games for practice

Tournaments with set of 5 games between two players

Adding sounds on special scenarios like foul

Making a custom board with coins placed strategically and share with friends

Adding effect animations on the board

**Credits**

Sounds are used from <https://audionautix.com/free-music/acoustic>

Background images are from <https://www.freepik.com/free-photos-vectors/light-wood-texture>

**Contacts**

For any feature addition or enhancements, please connect at [mitrabinda.jvmba@gmail.com](mailto:mitrabinda.jvmba@gmail.com)

We are available to help you with in your budget.

We take custom development work as well.