

Angels and Demons



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What did we make?

- It's a 'Shoot the target' based Game
- Angels and Demons will be moving in the sky (...falling to be precise)
- Player has to target only the demons
- If an Angel is hit, the animation starts from the beginning



DEMO

What all did we use?

Basic Concepts of HTML

- Forms
- Radio Buttons for Demon representation
- Background music on loop
- Images

Concepts of CSS

- Pseudo Classes like :hover for angel movements
- Pseudo element :before :after to show the effect when the angel is hit
- Animation Property for movements of angels and demons
- Position property

CODE SNIPPET

```
<form>
  <div class="board">
    <div id="score">Your score:&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;</div>
    <div class="timer">
      <span></span>
    </div>
    <div class="time">Ooops...!! out of Time</div>
    <input id="demon1" name="radio1" class="demon" type="radio">
    <input id="demon2" name="radio2" class="demon" type="radio">
    <input id="demon3" name="radio3" class="demon" type="radio">
    <p class="angel" id="angel1"></p>
    <p class="angel" id="angel2"></p>
    <p id="status"><strong>Hint:</strong> <span class="out">Keep the cu
span><span class="in">Shoot only the Demons</span></p>
  </div>
  <audio src="snow.wav" loop autoplay></audio>
</form>
```

Timer

```
.timer span{  
  display:block;  
  background:linear-gradient(green,yellow);  
  width:200px; height:30px;  
  animation:timer 20s linear;  
}
```

Movement of images

```
.board:hover #demon1 {  
  -webkit-animation: animation1 5s 3s 2 linear;  
  animation: animation1 5s 3s linear;  
}
```

```
.board:hover #angel2 {  
  -webkit-animation: animation2 6s 0s 2 linear;  
  animation: animation2 6s 0s linear;  
}
```

Animation Effect

```
@-webkit-keyframes animation1 {  
  0% {  
    left: 40px;  
    top: -10%;  
  }  
  
  100% {  
    left: 40px;  
    top: 100%;  
  }  
}
```

THANK YOU