

Catch the Pikachu!

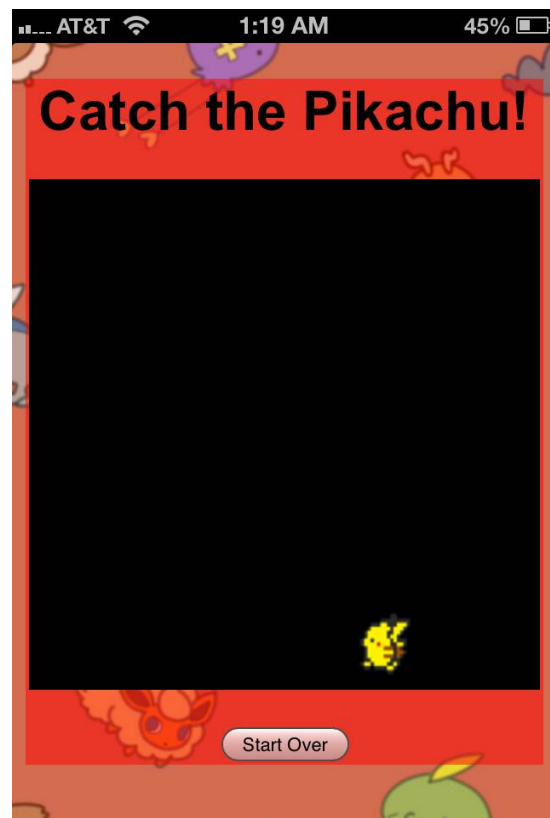
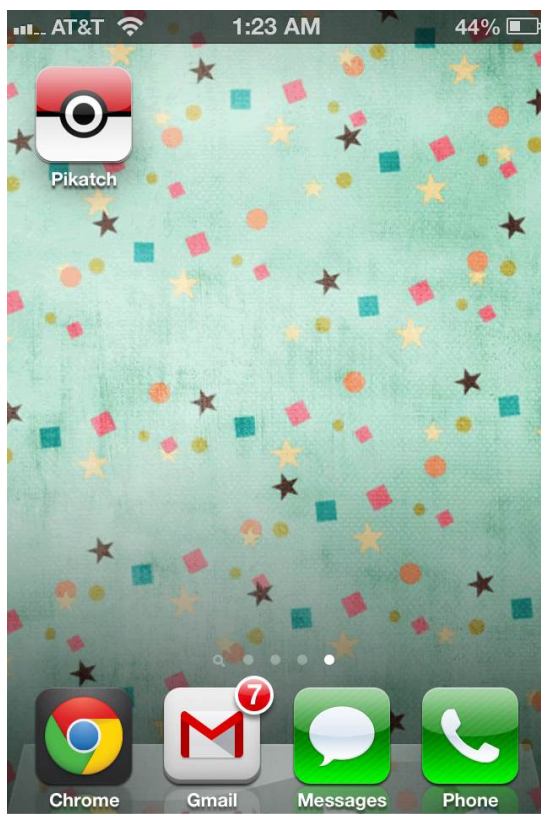
67-328 Mobile to Cloud: Building Distributed Applications
Mobile Canvas Assignment

Please visit the following link to play with the application:

<https://canvas-huwabe.backliftapp.com/canvas.html>

This goal of this app is to use Canvas and touch events to create a fun little game. Try to catch as many Pikachu's as you can!

Utilizing Application Caching, this app can be played offline. Even in Airplane Mode, by tapping on "Pikatch" it launches the following cached image. It shows the blank canvas and a randomly placed Pikachu image object.



```
20
21 // Pikachu image
22 var pikachuImage = new Image();
23 pikachuImage.onload = function () {
24     randomPika();
25     context.drawImage(pikachuImage, pikachu.x, pikachu.y);
26 };
27 pikachuImage.src = "images/pika.png";
28
```

On touchDown on the application, it the application draws a Pokéball via two arc() methods (shown below) and yellow text describing the number of Pikachu's caught.

```
51 // Draw Pokeball
52 context.beginPath();
53 context.arc(canX, canY, 10, 0, Math.PI, false);
54 context.fillStyle = 'white';
55 context.fill();
56 |
57 context.beginPath();
58 context.arc(canX, canY, 10, Math.PI, 2*Math.PI, false);
59 context.fillStyle = 'red';
60 context.fill();
```

If you move your finger around (touchMove), the Pokéball object follows your movements by tracking the coordinates of the touch. If your finger (as represented as the Pokéball) touches the Pikachu, the count of Pikachus caught increases by 1 and the Pikachu image is placed in a random position.



Clicking the 'Start Over' button restarts the game.