**Silver Roi Ramos**

**Introduction to Programming**

**Ninja Game I**

**Challenges**

1. How would you get the character to move up?

I will insert the line of code below:

else if (e.keyCode == 38) { // UP

topValue = topValue - 10;

}

1. The character can currently go everywhere, even where leftValue is negative or topValue is negative. How would you adjust the code above so that the character stays between 0 to 500 for both the leftValue and the topValue variables?

<html>

<body>

<div id='background'>

<div id='character' style='position:absolute; top:100px; left:450px; background-image: url("img/down1.png"); width:59px; height:86px;'></div>

</div>

<script type="text/javascript">

var leftValue = 450, topValue = 100;

function update(){

document.getElementById("character").style.left = leftValue+"px";

document.getElementById("character").style.top = topValue+"px";

}

document.onkeydown = function(e){

console.log(e);

if(e.keyCode == 37) { // LEFT

if (leftValue>0){

leftValue = leftValue - 10;

}

}

else if (e.keyCode == 39) { // RIGHT

if (leftValue<500){

leftValue = leftValue + 10;

}

}

else if (e.keyCode == 40) { // DOWN

if (topValue<500){

topValue = topValue + 10;

}

}

else if (e.keyCode == 38) { // UP

if (leftValue>0){

topValue = topValue - 10;

}

}

update();

}

</script>

</body>

</html>