Using Web Animation API's

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The downfall of CSS

CSS animations are time-based and do not react to user input. Does not allow for multi layering or GPU accelerated events. Likely to have inconsistent effects occur over multiplatform

Which created a need that JS frameworks filled.

Why you should use web animations

Web animations make websites more:

- Engaging and intuitive
- Enhance visual appeal
- Guide user attention

They improve the overall user experience by making the site feel ***dynamic, modern, and easier to navigate.***

What web animation technologies we used

GSAP->greensock animation platform

WAAPI

- WAAPI
  - Built in
  - Relatively Easy
  - Basic JS can be used to make it interactive

Pong

- JS
  - Relatively easy
  - 2 Functions
  - 2 Event listeners
- CSS
  - More difficult
  - Issues with positioning the game
    - Was too low
    - Ball was too far right
  - Took a little while to fix

```css
#ball {
    position: absolute;
    width: 20px;
    height: 20px;
    background-color: white;
    border-radius: 50%;
    top: -200;
    left: -200;
    transform: translate(-50%, -50%);
}
```

```js
// listens for any and all key presses
document.addEventListener('keydown', (e) => {
    keysPressed[e.key] = true;
});

// listens for any and all key releases
document.addEventListener('keyup', (e) => {
    keysPressed[e.key] = false;
});

// begin animating the game
animateBall();
updatePaddles();
```