

## Instructions for IT202 HTML5 Canvas Game Deliverable (pts. 10.00)

### Instructions

1. Create a branch for this assignment called M6-HTML5-Canvas
2. Pick a base HTML5 game from <https://bencentra.com/2017-07-11-basic-html5-canvas-games.html>
3. Create a folder at your top-level directory called M6
4. Create an html5.html file in your M6 folder (do not put it in Project even if you're doing the arcade proposal)
5. Copy one of the base games (from the above link)
6. Add/Commit the baseline of the game you'll modify for this assignment (*Do this before you start any mods/changes*)
7. Make two significant changes
  - Static changes like hardcoded colors/values will not count at all (i.e., changing shapes/colors/values that are globally defined and set only once).
  - Direct copies of the class example changes will not be accepted (i.e., just having an AI player for pong, rotating canvas, or multi-ball unless you make a significant tweak to it)
  - Significant changes are things that change the game logic or modify how the game works. Static changes as stated earlier will not count.  
**Hint:** You may however change such values through game logic during runtime (i.e., when points are scored, boundaries are hit, some action occurs, etc.)
8. Evidence/Screenshots
  - As best as you can, gather evidence for your first significant change and fill in the deliverable items below.
  - As best as you can, gather evidence for your significant change and fill in the deliverable items below.
  - Remember to include your ucid/date as comments in any screenshots that have code
  - Ensure your screenshots load and are visible from the md file in step 9
9. In the M6 folder create a new file called m6\_submission.md
10. Save your below response, generate the markdown, and paste the output to this file
11. Add/Commit/Push all related files as necessary
12. Merge your pull request once you're satisfied with the .md file and the canvas game mods
13. Create a new pull request from dev to prod and merge it
14. Locally checkout dev and pull the merged changes from step 12

Each missed or failed to follow instruction is eligible for 0.25 from the final grade

## Fill in the below Deliverables

**Desired Branch Name:** M6-HTML5-Canvas

### **Deliverable 1: Game Info (pts. 2)**

**Sub-Task 1:** What game did you pick to edit/modify? Mention Pong, Arcade Shooter, or Collect the Squares

I picked collect the squares.

**Sub-Task 2:** Add the URL to the html5.html file NJIT webserver (i.e., <https://web.njit.edu/~llw2/llw2-prod/M6/html5.html>)

<https://web.njit.edu/~ysq2/ysq2-prod/M6/html5.html>

**Sub-Task 3:** Add pull request for this assignment from M6-HTML5-Canvas to dev (Required URL pattern: [https://github.com/\(?:\[^\./\]+\)/\(?:pull/.+\)](https://github.com/(?:[^\./]+)/(?:pull/.+)))

<https://github.com/yessicaquezada/IT202-007/pull/14>

### **Deliverable 2: Significant Change #1 (pts. 3)**

**Sub-Task 1:** Describe your change/modification. Clearly explains the significant change.

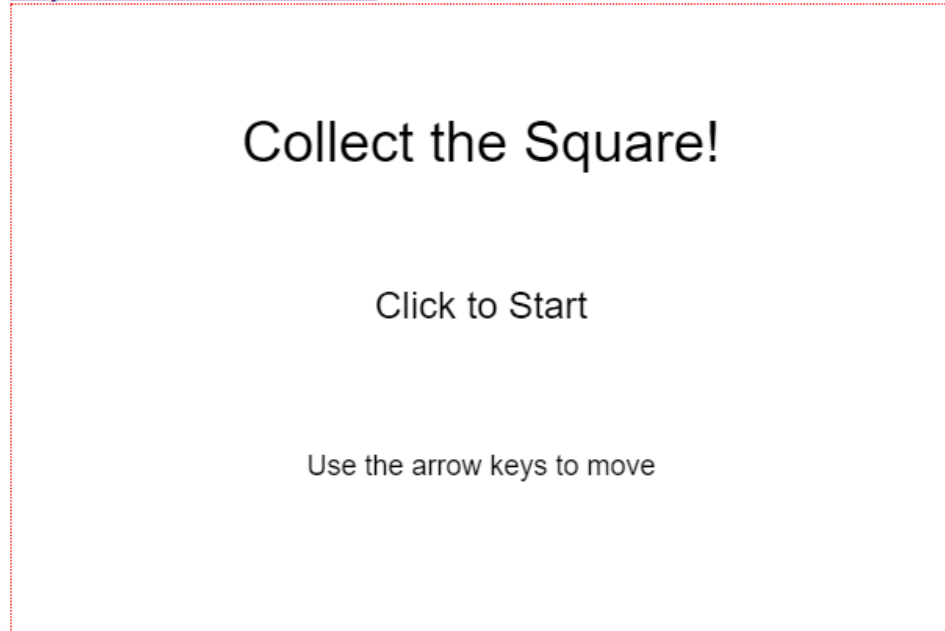
In this section right here, I basically implemented a style to add a border. In the original code, if the player tapped anywhere, the game would begin. Now if the user clicks within the box, the game will begin and the border will become bold.

**Sub-Task 2:** Add a screenshot of the change while playing (try your best as some changes may be nearly impossible to capture)

- Make sure if the screenshot contains code that you have a relevant comment with your ucid, date, and explanation of what you're attempting, if not maximum grade for this item is 75%.
- Add a caption explaining what you're showing in the screenshot (required for full credit)

# Collect the Squares Sample

[Simple Games with HTML5 Canvas](#)



In this screenshot, it's showing the border that the user has to click on to play.

**Sub-Task 3:** Screenshot of the relevant lines of code that implement your change (make sure your ucid and the date are shown in comments). In the caption, briefly describe/explain how the code snippet works.

- Make sure if the screenshot contains code that you have a relevant comment with your ucid, date, and explanation of what you're attempting, if not maximum grade for this item is 75%.
- Add a caption explaining what you're showing in the screenshot (required for full credit)

```
<style>
// UCID: ysq2 Date: 11/21/2022
    canvas:focus{
        border: 3px solid red;
    }
    canvas:not(:focus)
    {
        border: 1px dotted red;
    }
</style>
```

In this code right here, it shows how I created a border on the game in order for the user to tap on it and play.

Points	Details
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1	Ucid and date must be mentioned as a visible comment in the code
1	Captions should highlight briefly what each image is showing logic-wise

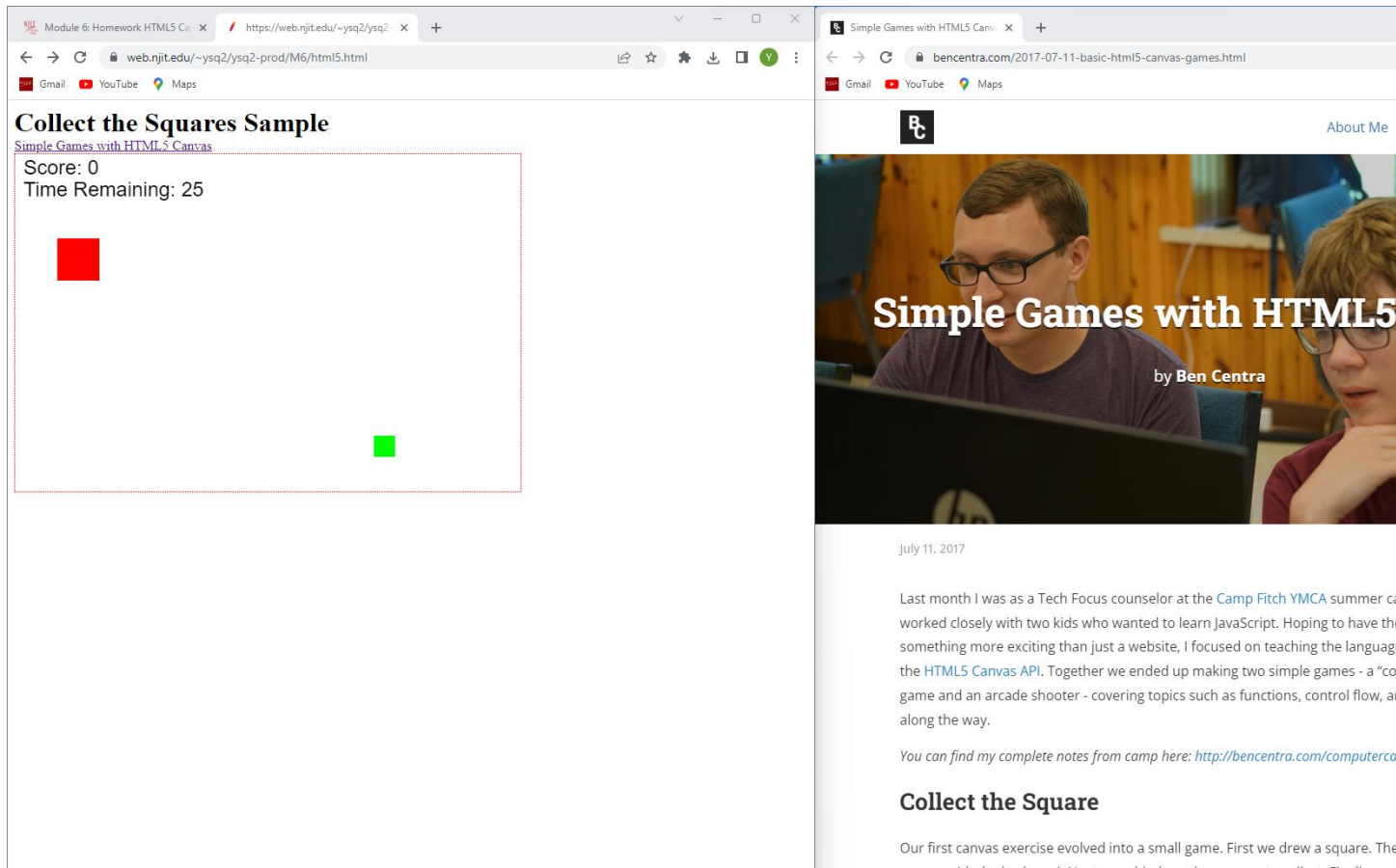
### Deliverable 3: Significant Change #2 (pts. 3)

**Sub-Task 1:** Describe your change/modification. Clearly explains the significant change.

Another modification that I did was include the original site that the code was created in. In order to give the original people credit for their work.

**Sub-Task 2:** Add a screenshot of the change while playing (try your best as some changes may be nearly impossible to capture)

- Make sure if the screenshot contains code that you have a relevant comment with your ucid, date, and explanation of what you're attempting, if not maximum grade for this item is 75%.
- Add a caption explaining what you're showing in the screenshot (required for full credit)



In this screenshot I started the game and clicked on the hyperlink that is provided under the name.

**Sub-Task 3:** Screenshot of the relevant lines of code that implement your change (make sure your ucid and the date are shown in comments). In the caption, briefly describe/explain how the code snippet works.

- Make sure if the screenshot contains code that you have a relevant comment with your ucid, date, and explanation of what you're attempting, if not maximum grade for this item is 75%.
- Add a caption explaining what you're showing in the screenshot (required for full credit)

// UCID: ysq2 Date: 11/21/2022

```
<div>
  <h1 style = "display: inline;">Collect the Squares Sample</h1>
</div>
<a href = "https://bencentra.com/2017-07-11-basic-html5-canvas-games.html">Simple Game
```

In this screenshot, I'm showing the code that was used in order to paste the link and hyper link it with it's title.

Points	Details
1	Ucid and date must be mentioned as a visible comment in the code
1	Captions should highlight briefly what each image is showing logic-wise

#### Deliverable 4: Discuss (pts. 2)

**Sub-Task 1:** Talk about what you learned during this assignment and the related HTML5 Canvas readings (at least a few sentences for full credit). A few sentences of significant text.

In this section it was all new to me. The canvas and html5 was something that I needed to catch up with quickly because I was behind with my work. But with the videos, creating and implementing canvas was easy.