Laporan Pratikum Pemograman WEB Pratikum 5 HTML, CSS, JS Game

Disusun untuk memenuhi tugas mata kuliah Pemrograman Web yang diampu Bapak Dr. Eng. Agussalim, M.T.

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PROGRAM STUDI SISTEM INFOMRASI

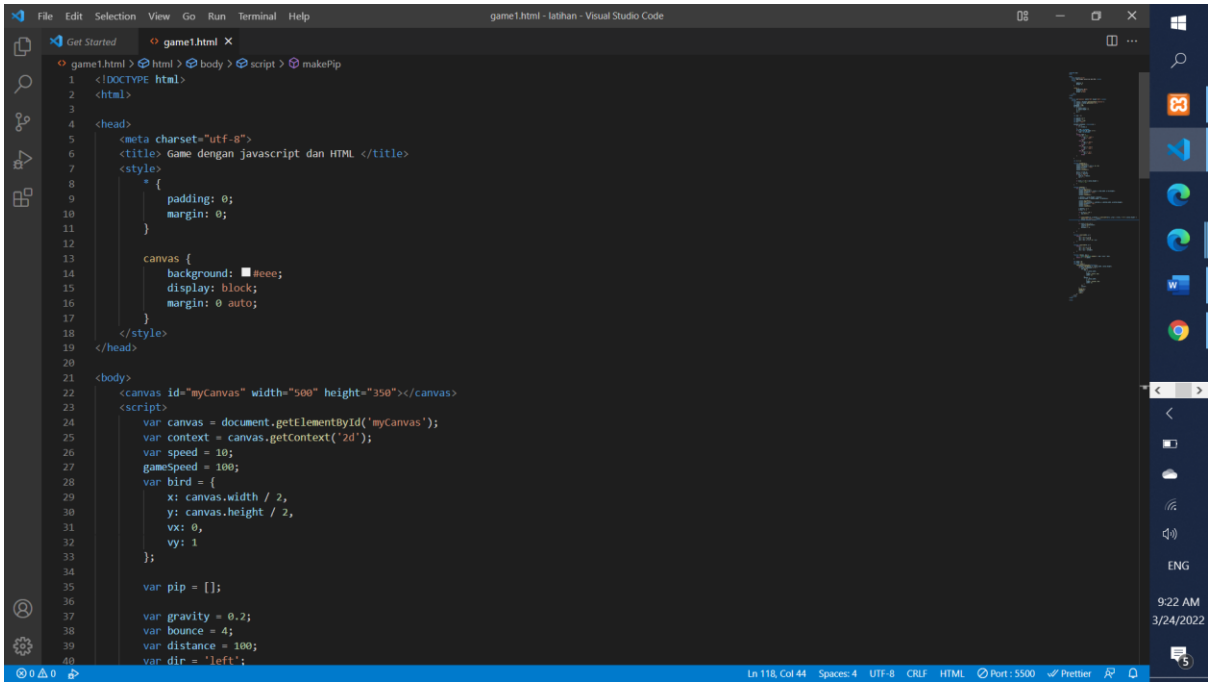
FAKULTAS ILMU KOMPUTER

UNIVERSITAS PEMBANGUNAN NASIONAL "VETERAN"

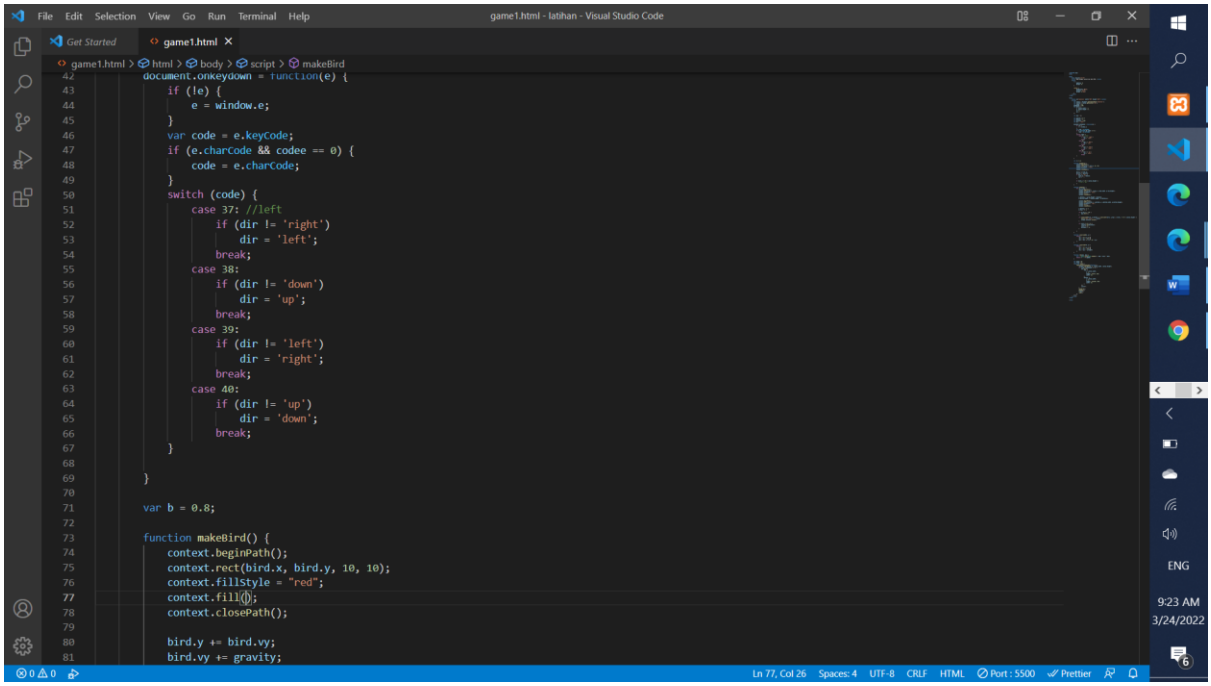
JAWA TIMUR

2022

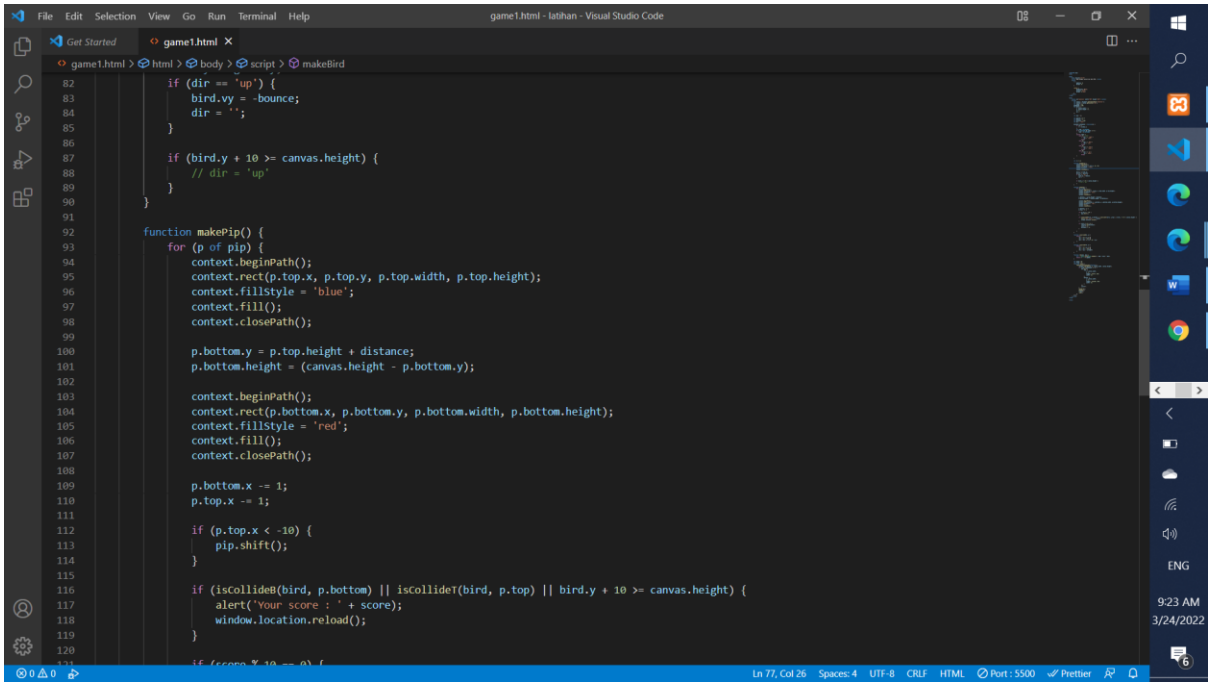
Source Code :

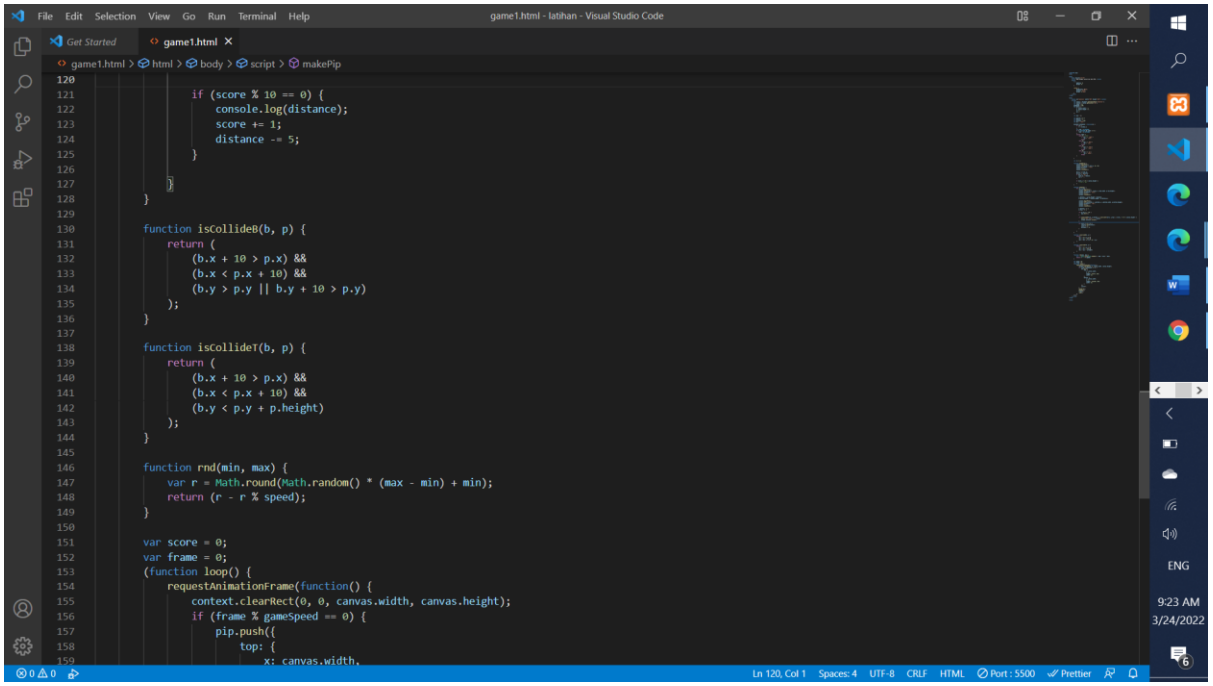


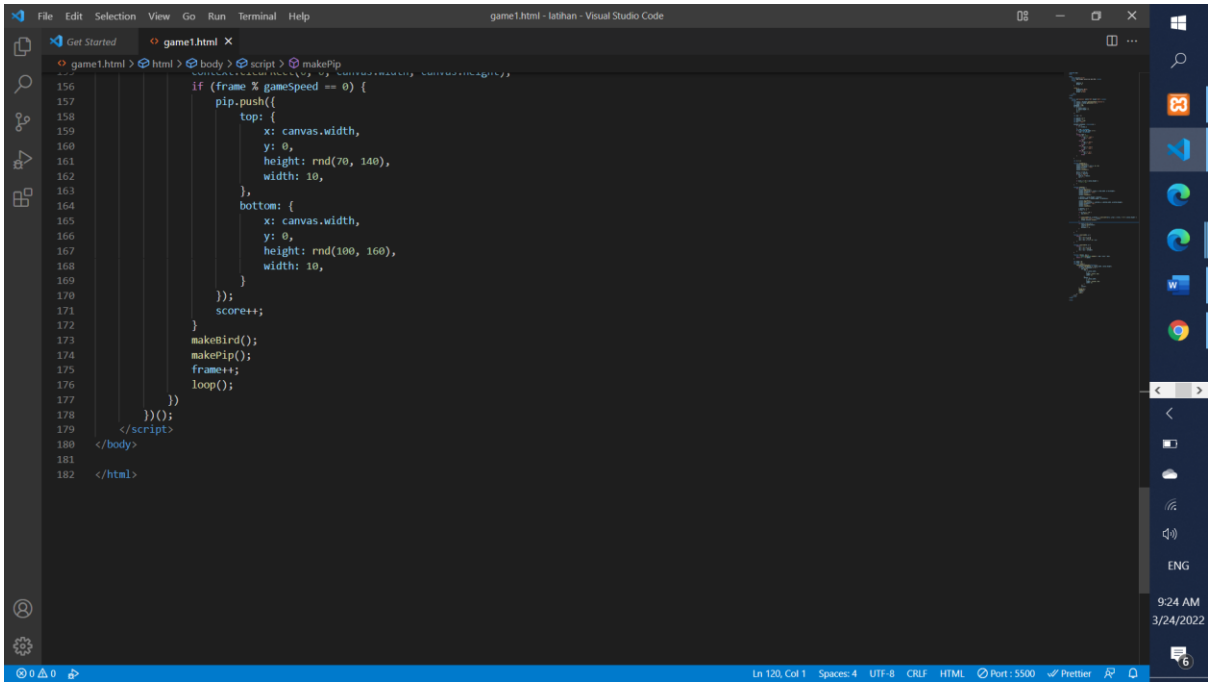
```
<!DOCTYPE html>
<html>

<head>
    <meta charset="utf-8">
    <title> Game dengan javascript dan HTML </title>
    <style>
        * {
            padding: 0;
            margin: 0;
        }

        canvas {
            background: #eee;
            display: block;
            margin: 0 auto;
        }
    </style>
</head>

<body>
    <canvas id="myCanvas" width="500" height="350"></canvas>
    <script>
        var canvas = document.getElementById('myCanvas');
        var context = canvas.getContext('2d');
        var speed = 10;
        gameSpeed = 100;
        var bird = {
            x: canvas.width / 2,
            y: canvas.height / 2,
            vx: 0,
            vy: 1
        };

        var pip = [];

        var gravity = 0.2;
        var bounce = 4;
        var distance = 100;
        var dir = 'left';
```



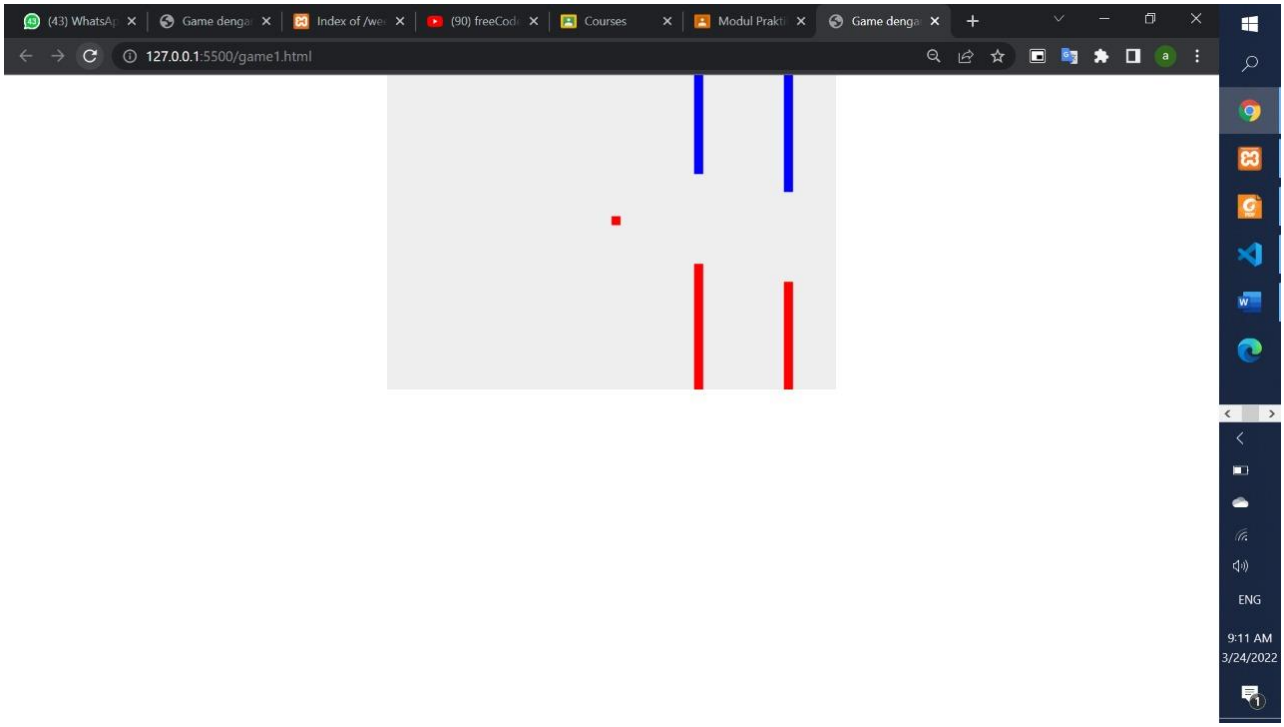
```
document.onkeydown = function(e) {
    if (!e) {
        e = window.e;
    }
    var code = e.keyCode;
    if (e.charCode && codee == 0) {
        code = e.charCode;
    }
    switch (code) {
        case 37: //left
            if (dir != 'right')
                dir = 'left';
            break;
        case 38:
            if (dir != 'down')
                dir = 'up';
            break;
        case 39:
            if (dir != 'left')
                dir = 'right';
            break;
        case 40:
            if (dir != 'up')
                dir = 'down';
            break;
    }

}

var b = 0.8;

function makeBird() {
    context.beginPath();
    context.rect(bird.x, bird.y, 10, 10);
    context.fillStyle = "red";
    context.fill();
    context.closePath();

    bird.y += bird.vy;
    bird.vy += gravity;
```

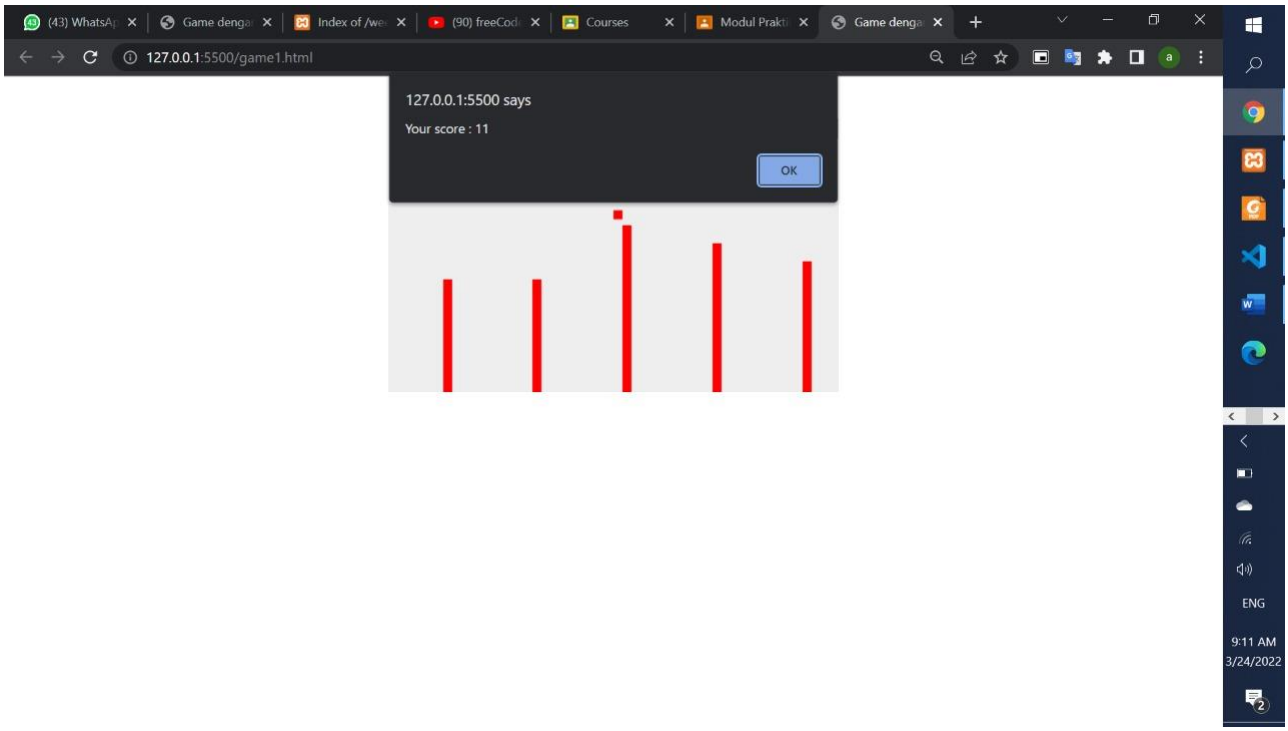

File Edit Selection View Go Run Terminal Help
game1.html - latihan - Visual Studio Code
Get Started
game1.html
game1.html > html > body > script > makeBird
if (dir == 'up') {
bird.vy = -bounce;
dir = '';
}
if (bird.y + 10 >= canvas.height) {
// dir = 'up'
}
}
function makePip() {
for (p of pip) {
context.beginPath();
context.rect(p.top.x, p.top.y, p.top.width, p.top.height);
context.fillStyle = 'blue';
context.fill();
context.closePath();
p.bottom.y = p.top.height + distance;
p.bottom.height = (canvas.height - p.bottom.y);
context.beginPath();
context.rect(p.bottom.x, p.bottom.y, p.bottom.width, p.bottom.height);
context.fillStyle = 'red';
context.fill();
context.closePath();
p.bottom.x -= 1;
p.top.x -= 1;
if (p.top.x < -10) {
pip.shift();
}
if (isCollideB(bird, p.bottom) || isCollideT(bird, p.top) || bird.y + 10 >= canvas.height) {
alert('Your score : ' + score);
window.location.reload();
}
ENG
9:23 AM
3/24/2022
Ln 77, Col 26 Spaces: 4 UTF-8 CRLF HTML Port : 5500 Prettier


File Edit Selection View Go Run Terminal Help
game1.html - latihan - Visual Studio Code
Get Started
game1.html
game1.html > html > body > script > makePip
if (score % 10 == 0) {
console.log(distance);
score += 1;
distance -= 5;
}
}
}
function isCollideB(b, p) {
return (
(b.x + 10 > p.x) &&
(b.x < p.x + 10) &&
(b.y > p.y || b.y + 10 > p.y)
);
}
function isCollideT(b, p) {
return (
(b.x + 10 > p.x) &&
(b.x < p.x + 10) &&
(b.y < p.y + p.height)
);
}
function rnd(min, max) {
var r = Math.round(Math.random() * (max - min) + min);
return (r - r % speed);
}
var score = 0;
var frame = 0;
(function loop() {
requestAnimationFrame(function() {
context.clearRect(0, 0, canvas.width, canvas.height);
if (frame % gameSpeed == 0) {
pip.push({
top: {
x: canvas.width,
ENG
9:23 AM
3/24/2022
Ln 120, Col 1 Spaces: 4 UTF-8 CRLF HTML Port : 5500 Prettier


File Edit Selection View Go Run Terminal Help
game1.html - latihan - Visual Studio Code
Get Started
game1.html
game1.html > html > body > script > makePip
if (frame % gameSpeed == 0) {
pip.push({
top: {
x: canvas.width,
y: 0,
height: rnd(70, 140),
width: 10,
},
bottom: {
x: canvas.width,
y: 0,
height: rnd(100, 160),
width: 10,
}
});
score++;
}
makeBird();
makePip();
frame++;
loop();
})
})();
</script>
</body>
</html>
ENG
9:24 AM
3/24/2022
Ln 120, Col 1 Spaces: 4 UTF-8 CRLF HTML Port : 5500 Prettier

Hasil :


Game denga
Index of /we
(90) freeCod
Courses
Modul Prakti
Game denga
127.0.0.1:5500/game1.html
ENG
9:11 AM
3/24/2022


127.0.0.1:5500/game1.html
127.0.0.1:5500 says
Your score : 11
OK
ENG
9:11 AM
3/24/2022