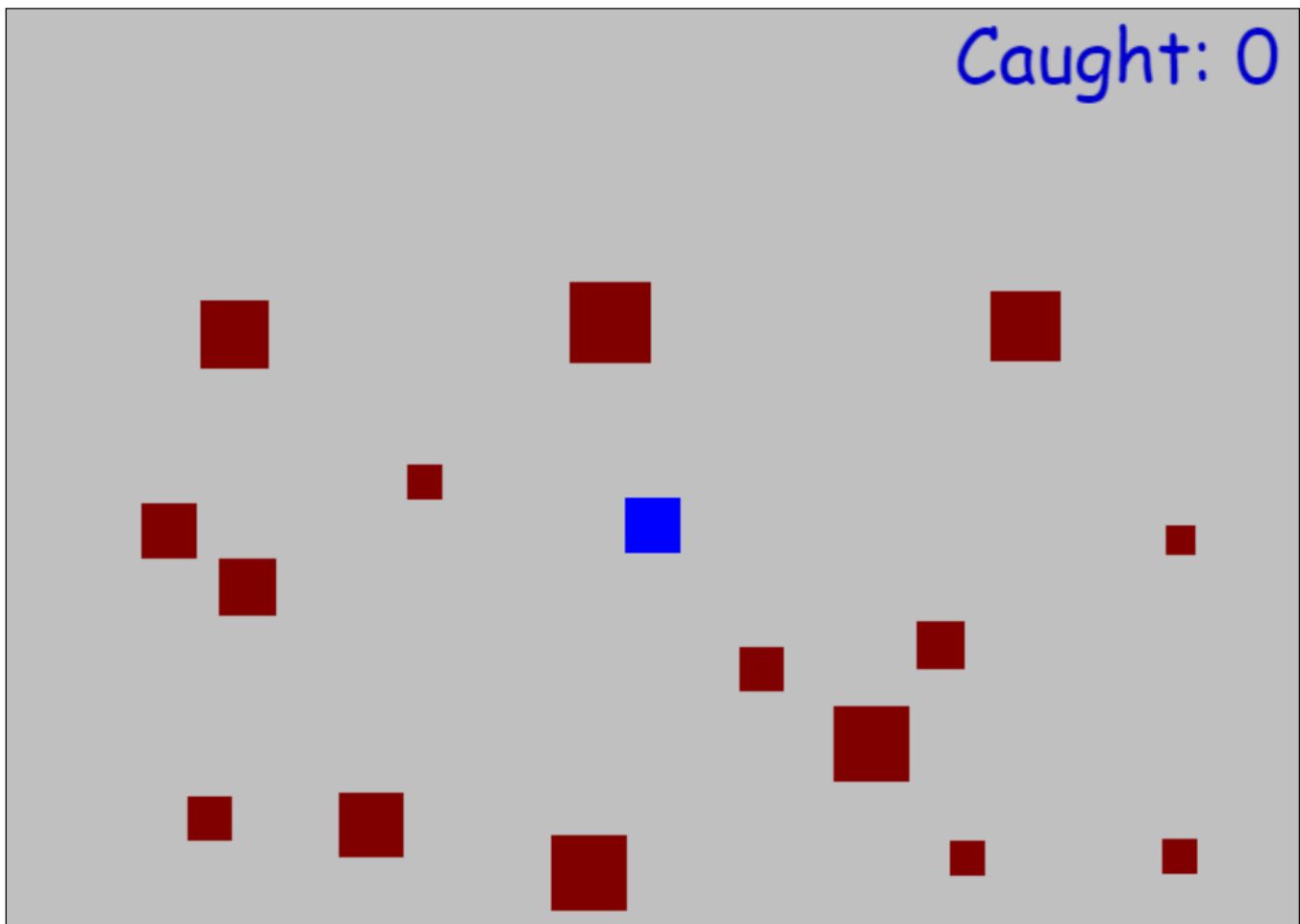


Web Design

Canvas #13 – Finish the Game

Objective: Demonstrate that you understand how to capture key click events and display information on the screen. You will start with Lesson 13.

- 1) In your WebDesign folder, create a folder titled *first_last_canvas_13*. Open your *Lesson_13.html* file and save it in your *first_last_canvas_13* folder as *canvas_13.html*. Edit the *canvas_13.html* file
- 2) Make the following changes to *canvas_13.html*.
 - a) Change the title to *First Last - Canvas 13*
 - b) You should already be keeping track of how many enemies you have caught (*enemiesCaught*).
 - c) Make these changes in your ***draw()*** function **only**. The rest of your code should stay the same.
 - i) At the top right of the screen, add text to tell you how many enemies you have caught.
 - ii) If the number of enemies is equal to the *ENEMY_COUNT* variable, then draw *GAME OVER* text in the center of the canvas and do not draw the player or any enemies
 - d) EXTRA CREDIT: Change the Player and the Enemies to images.
- 3) Zip your *first_last_canvas_13* folder. Turn in your *first_last_canvas_13.zip* file



GAME OVER