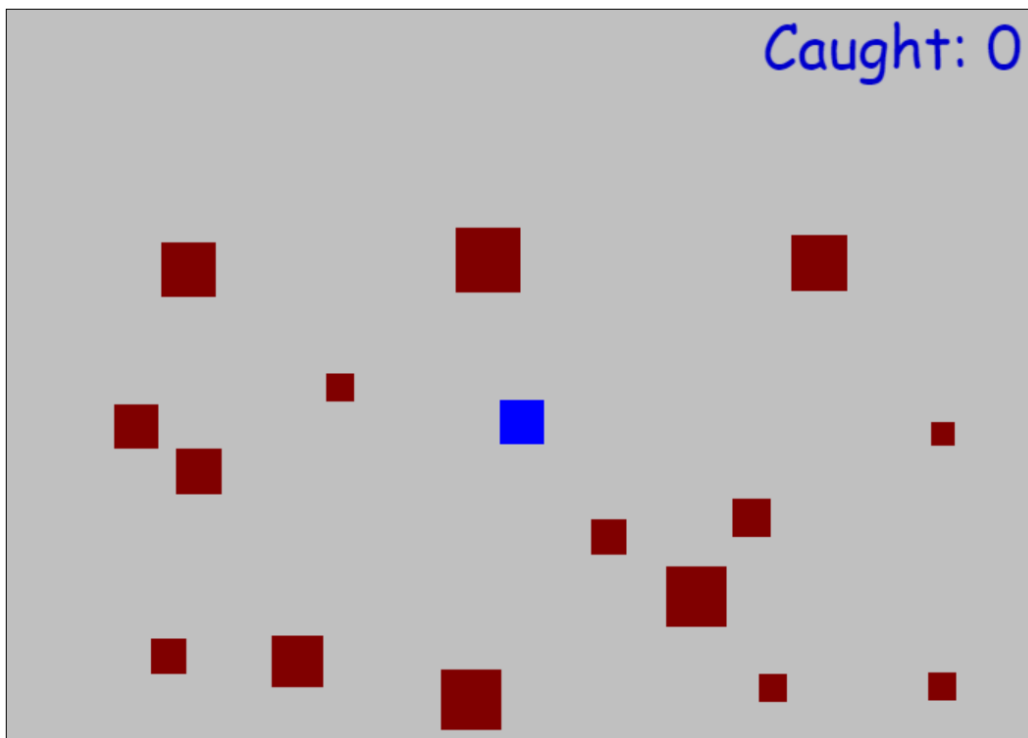


Javascript Programming

Canvas #17 – Finish the Game

Objective: Demonstrate that you Javascript understand how to capture key click events and display information on the screen. You will start with Lesson 17.

- 1) In your folder, create a folder titled *first_last_canvas_17*. Open your *Lesson_17.html* file and save it in your *first_last_canvas_17* folder as *canvas_17.html*. Edit the *canvas_17.html* file
- 2) Make the following changes to *canvas_17.html*.
 - a) Change the title to *First Last - Canvas 17*
 - b) You should already be keeping track of how many enemies you have caught (*enemiesCaught*).
 - c) Some users prefer to use the WASD keys instead of the arrow keys. Make these changes in the **handleKeyDown(event) function only**.
 - i) If the user presses the w key, make the player go up 10.
 - ii) If the user presses the a key, make the player go left 10.
 - iii) If the user presses the s key, make the player go down 10.
 - iv) If the user presses the d key, make the player go right 10.
 - d) Make these changes in the **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. This text should be 10 pixels from the top of the canvas and 10 pixels from the right side of the canvas.
 - 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
- 3) Zip your *first_last_canvas_17* folder. Turn in your *first_last_canvas_17.zip* file



GAME OVER