

Javascript Programming

Canvas #18 – Add and Move an Image

Objective: Demonstrate that you understand how to add an image to the screen using Javascript and make it move using keystrokes. You will start with Lesson 18.

- 1) In your folder, create a folder titled *first_last_canvas_18*. Open your *Lesson_18.html* file and save it in your *first_last_canvas_18* folder as *canvas_18.html*. Edit the *canvas_18.html* file
- 2) Make the following changes to *canvas_18.html*.
 - a) Change the title to *First Last - Canvas 18*
 - b) Use an online image editor to grab one of the other characters in the *gaming-assets.png* file. Save this image in your *first_last_canvas_18* folder as *enemy.png*.
 - c) Follow the example we did in class and add an enemy variable that follows the same pattern as what we did for the hero.
 - i) The *enemy* should not show up in the middle of the canvas, but instead it show up 10 pixels from the top and 10 pixels from the left.
 - ii) The enemy should respond to the WASD keys instead of the arrow keys.
 - iii) You will need these variables: *enemy*, *enemyIsLoaded*, *enemyJsImage*, *enemyKeyDown*.
 - iv) You will need these new functions: *enemyLoaded*, *moveEnemy*.
 - v) You will need to handle *KeyW*, *KeyS*, *KeyA*, and *KeyD* in both *handleKeyDown* and *handleKeyUp*.
 - vi) You *will* need to add code to move the enemy and draw the enemy in the *draw* function.
- 3) Zip your *first_last_canvas_18* folder. Turn in your *first_last_canvas_18.zip* file

