

```
<!DOCTYPE html>
<html>

<head>

<title>game1</title>
<script src="simpleGame_1_0.js">
</script>

<script>

var scene;
var car;
var house;
var house2;
var speed;
var crashSound;// variable for the sound
var rogueCar;
var bullet; //New Sprite bullet
var carEngine; //variable for engine sound
var pistolSound; //sound for the shooting
function init()
{
scene = new Scene();
scene.setSize(1200,600);
scene.setBG("#36d");
scene.hideCursor();//
//create new sound object, the sound file must be in the same directory
crashSound = new Sound("crash.mp3");
carEngine = new Sound("carEngine.mp3");
pistolSound = new Sound("pistolSound.mp3");

car = new Sprite(scene, "car.png", 60,30);
car.setAngle(270);
car.setSpeed(0);

car.setBoundAction(BOUNCE);

rogueCar = new Sprite(scene, "rogueCar.png", 40,20);
rogueCar.setPosition(10,500);
rogueCar.setAngle(90);
rogueCar.setSpeed(5);
rogueCar.setBoundAction(BOUNCE);

rogueCar.turn = function()
{
var newDir;
newDir = (Math.random()* 10 -5);
if (newDir <= -4.9)
{
newDir = 90;
}
}
```

```
if (newDir >= 4.9)
{
newDir = -90;
}
else
{
newDir = 0
}
this.changeAngleBy(newDir);
}
```

```
bullet = new Sprite(scene, "bullet.png", 20, 15);
bullet.hide(); /
// Sprites don't have fire function so we must add it
```

```
bullet.fire = function()
{
/*when you point to object itself (bullet here) inside a function, use word "this"*/
this.setPosition(car.x, car.y);
this.setAngle(car.getImgAngle());
this.show();
this.setSpeed(15);
this.setBoundsAction(DIE); // bullet disappears when it goes out of the scene
}
```

```
house = new Sprite(scene, "house.png", 150, 100);
house.setAngle(90);
house.setSpeed(0);
house.setPosition(600, 400);
```

```
house2 = new Sprite(scene, "house.png", 150, 100);
house2.setAngle(90);
house2.setSpeed(0);
house2.setPosition(100, 400);
```

```
scene.start();
}
```

```
function update()
{
scene.clear();
```

```
//check keys
speed = car.speed;
if (keysDown[K_LEFT])
{
car.changeAngleBy(-5);
```

```
}  
  
if (keysDown[K_RIGHT])  
{  
  car.changeAngleBy(5);  
}
```

```
if (keysDown[K_UP])  
{  
  carEngine.play();  
  if (speed < 10)  
  {  
  
    car.changeSpeedBy(1);  
  
  }  
}
```

```
if (keysDown[K_DOWN])  
{  
  //max speed on reverse too  
  if (speed > -2)  
  {  
    car.changeSpeedBy(-1);  
  }  
}
```

```
if (keysDown[K_SPACE])  
{  
  bullet.fire();  
  pistolSound.play();  
}
```

```
rogueCar.turn();  
rogueCar.update();  
car.update();  
house.update();  
house2.update();  
bullet.update();  
checkCollisions();  
}
```

```
function checkCollisions()  
{  
  if (car.collidesWith(house)|| car.collidesWith(house2))
```

```
  if(car.speed > 0)  
  {  
    car.setSpeed(-5);
```

```
    crashSound.play();
```

```
}  
// if the car hits a house on reverse it will bump forward
```

```
else if (car.speed <= 0)  
{  
car.setSpeed(4);  
crashSound.play();  
}
```

```
if (bullet.collidesWith(rogueCar))  
{  
rogueCar.setSpeed(0);  
rogueCar.setImage("rogueCarWreck.png");  
}  
  
}
```

```
</script>  
</head>
```

```
<body onload="init()">
```

```
<h2>Game</h2>
```

```
</body>  
</html>
```