

```
<!DOCTYPE html>
<html>

<head>

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

<script src = "crimeCars.js">
</script>

<script>

var scene;
var car;
var house;
var house2;
var speed;
var crashSound;// variable for the sound

var crimecars;
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();//

//sounds
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);
```

```
setupCrimecars();
```

```
bullet = new Sprite(scene, "bullet.png", 25, 10);
```

```
bullet.hide();
```

```
// Fire function
```

```
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(20);
```

```
this.setBoundAction(DIE);
```

```
}
```

```
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();
}
```

```
car.update();
house.update();
house2.update();
bullet.update();
```

// UPDATE AND CALL THE FUNCTIONS AND METHODS

```
for (i = 0; i < 5; i++)
{
crimecars[i].turn();
checkCollisions(i);
crimecars[i].update();
}
}
```

```
function setupCrimecars()
{
crimecars = new Array();
```

```
for (i = 0; i <5; i++)
{
crimecars[i] = new Rcar();
}
}
```

```
//NOTICE MANY CHANGES IN COLLISION DETECTION
```

```
function checkCollisions(i) //add i to include the array crimecars into the collision detection
{
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 ANY OF THE CRIMECARS HIT THE HOUSE OR YOUR CAR THEY WILL CHANGE DIRECTION AND THE CRASH SOUND IS PLAYED*/
```

```
if (crimecars[i].collidesWith(house)|| crimecars[i].collidesWith(house2) ||
crimecars[i].collidesWith(car))
{

crimecars[i].changeAngleBy(50);
crashSound.play();

}
```

```
/*IF YOUR BULLET HITS A CRIMECAR IT WILL STOP AND CHANGETHE WRECKED IMAGE*/
```

```
if (bullet.collidesWith(crimecars[i]))
{
crimecars[i].setSpeed(0);
crimecars[i].setAngle(0);
crimecars[i].setImage("rogueCarWreck.png");
}

}
```

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

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

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

```
</body>
```

```
</html>
```