

```
<!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

var enemysHELLs;

var background;

function init()
{
scene = new Scene();
scene.setSize(1100,650);
scene.setBG("green");
scene.hideCursor();// hide cursor on the canvas

//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();
```

```
background = new Sprite(scene, "ground_bg3.jpg", 1800, 900); //background is just a new Sprite,
adjust the size to cover the scene
background.setSpeed(0);
```

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

```
bullet.fire = function()
{
    this.setPosition(car.x, car.y);
    this.setAngle(car.getImgAngle());
    this.show();
    this.setSpeed(20);
    this.setBoundAction(DIE);
}
```

```
enemysHELLS = new Array();
```

```
for (i=0; i<5; i++)
{
    enemysHELLS[i] = new Sprite(scene, "bullet.png", 20, 30);
    enemysHELLS[i].hide();
    enemysHELLS[i].setSpeed(0);
}
```

```
// Makes the sprites crimecars fire other sprites, enemysHELLS
```

```
enemysHELLS.fire = function()
{
    for (i=0; i<5; i++)
    {
        enemysHELLS[i].setPosition(crimecars[i].x, crimecars[i].y);
        enemysHELLS[i].show();
        enemysHELLS[i].setSpeed(20);
        enemysHELLS[i].setAngle(crimecars[i].getImgAngle());
        enemysHELLS[i].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();
}
background.update();
car.update();
house.update();
house2.update();
bullet.update();
enemyFire(); // update enemyfire to make it work

for (i = 0; i < 5; i++)
{

checkDistance();
crimecars[i].turn();

checkCollisions(i);

crimecars[i].update();
enemysHELLS[i].update(); //update enemysHELLS array
}
}

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

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

}
}

// This function makes the enemy fire, must be called in the update() function
function enemyFire()

{
var fire;
fire = (Math.random()* 10 -5);
if (fire <= -4.9)
{
enemysHELLS.fire();
}
}
}

```

```
// If the enemy comes close it will turn to car and slower its speed and finally stop
```

```
function checkDistance()  
{
```

```
if (crimecars[i].distanceTo(car) < 200)
```

```
{  
crimecars[i].setSpeed(0.5);  
crimecars[i].setAngle(crimecars[i].angleTo(car) -180);
```

```
}
```

```
if (crimecars[i].distanceTo(car) <100)
```

```
{  
crimecars[i].setSpeed(0);  
crimecars[i].setAngle(crimecars[i].angleTo(car) -180);  
}
```

```
else
```

```
{  
crimecars[i].setSpeed(3) // setting the speed back when the distance grows  
}
```

```
}
```

```
function checkCollisions(i)
```

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

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

}

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

if (enemysHELLS[i].collidesWith(car))
{
car.setSpeed(0);
crashSound.play();
enemysHELLS[i].hide();
}
}
```

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

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

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

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