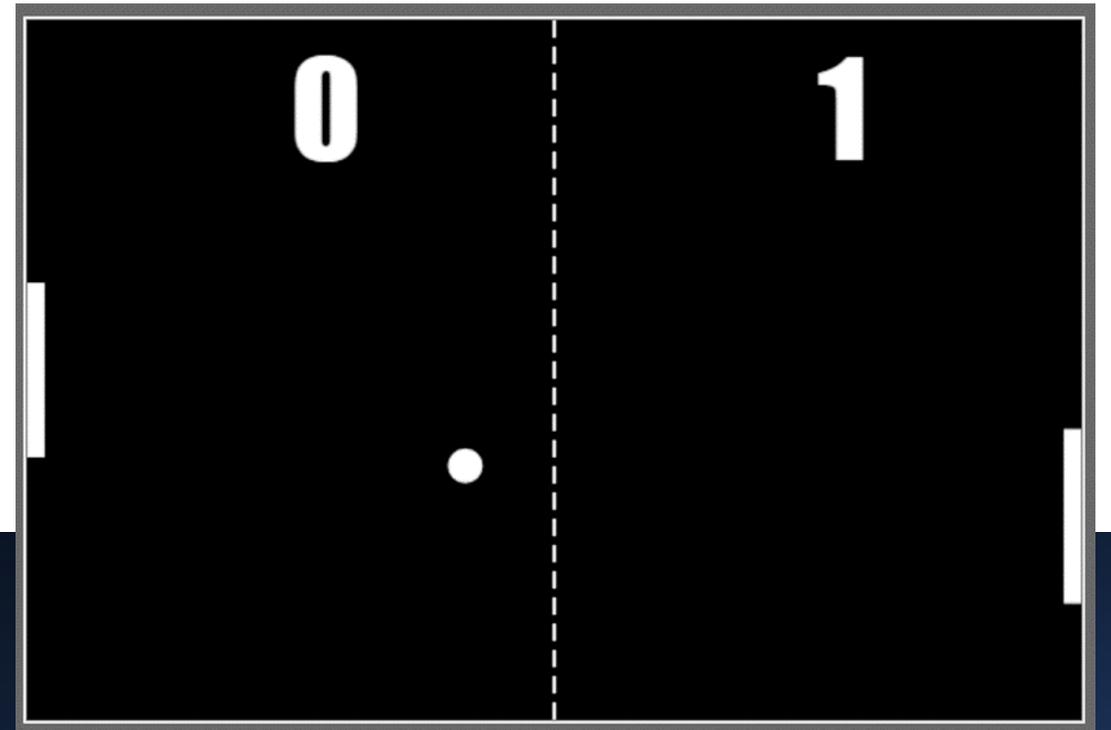


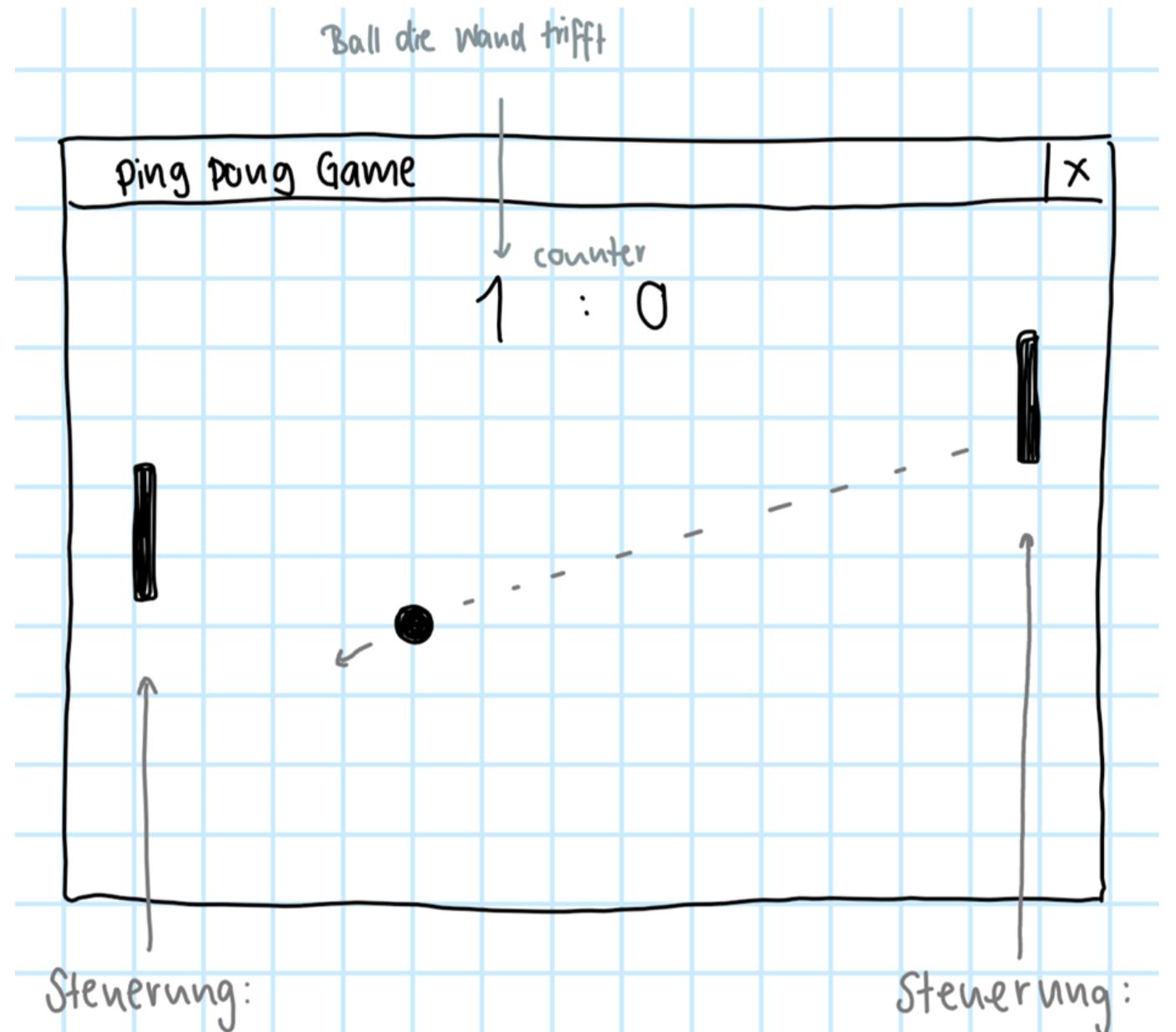
Projekt Ping-Pong Game

Phailin Rybarczyk



Projekt

- Ping-Pong Game
- Java Script



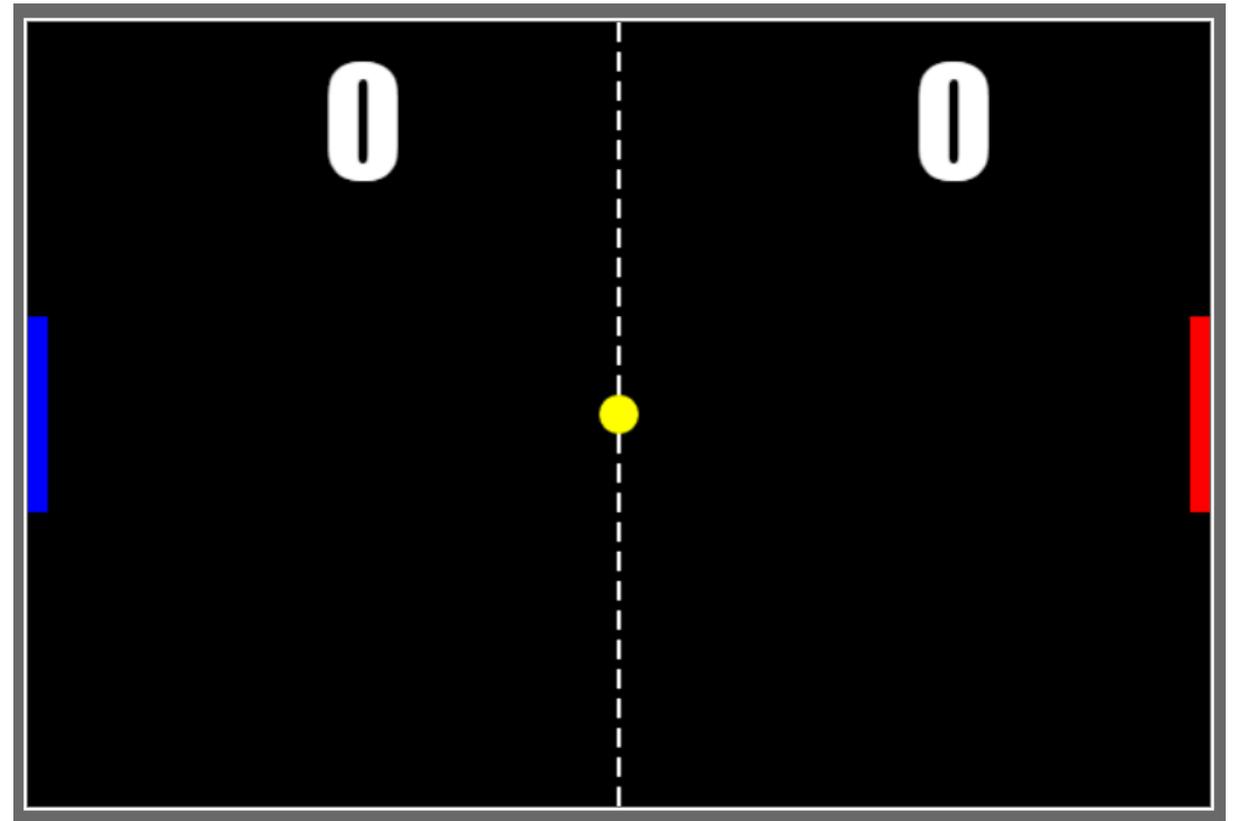
Zwischenstand



Schritt	Soll	Ist	Erreicht
Doku erstellen	04/04/22	04/04/22	ok
Repository einrichten	09/05/22	04/04/22	ok
Deployment	09/05/22	30/05/22	ok
HTML Webseite	30/05/22		<u>nok</u>
Elemente in JS zeichnen	04/07/22		<u>nok</u>
Elemente bewegen	20/06/22		<u>nok</u>
Zwischenstand	20/06/22		<u>nok</u>
Counter erstellen	04/07/22		<u>nok</u>
Design anpassen	27/06/22		<u>nok</u>
Programm testen	11/07/22		<u>nok</u>
Schluss-Präsentation	11/07/22		<u>nok</u>

Aktueller Stand

- Ball und die Paddles werden gezeichnet
- Die Steuerung der Paddles muss erstellt werden



Aktueller Stand

- Die Steuerung beider Paddles müssen über Tasten funktionieren

Keyboard as Controller

We can also control the red square by using the arrow keys on the keyboard.

Create a method that checks if a key is pressed, and set the `key` property of the `myGameArea` object to `true` if the key is pressed, and `false` otherwise:

Example

```
var myGameArea = {
  canvas : document.createElement("canvas"),
  start : function() {
    this.canvas.width = 480;
    this.canvas.height = 270;
    this.context = this.canvas.getContext("2d");
    document.body.insertBefore(this.canvas, document.body.childNodes[0]);
    this.interval = setInterval(updateGameArea, 20);
    window.addEventListener('keydown', function (e) {
      myGameArea.key = e.keyCode;
    })
    window.addEventListener('keyup', function (e) {
      myGameArea.key = false;
    })
  },
  clear : function(){
    this.context.clearRect(0, 0, this.canvas.width, this.canvas.height);
  }
}
```