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1  var intervalKeys = null;
2  var readKeys = false;
3  var mapKeys = {};
4
5  var intervalScreen = null;
6  var intervalSelection = null;
7  var documentWidth = 0;
8  var documentHeight = 0;
9
10 var intervalRocket = null;
11 var rocketX = 0;
12 var rocketY = 0;
13 var rocketS = 0;
14
15 var intervalBullets = null;
16 var noBullets = 0;
17 var bulletsC = [];
18 var bulletsX = [];
19 var bulletsY = [];
20 var bulletsS = [];
21
22 var intervalAliens = null;
23 var noAliens = 0;
24 var fireAlienInterval = 0;
25 var fireAlienCounter = 0;
26 var aliensC = [];
27 var aliensX = [];
28 var aliensY = [];
29 var aliensSX = [];
30 var aliensSY = [];
31
32 $(document).ready(function () {
33     $(this).keydown(function (e) {
34         e = e || event;
35         mapKeys[e.keyCode] = e.type === 'keydown';
36         if (readKeys === true) {
37             e.preventDefault();
38         }
39     });
40     $(this).keyup(function (e) {
41         e = e || event;
42         mapKeys[e.keyCode] = e.type === 'keydown';
43         if (readKeys === true) {
44             e.preventDefault();
45         }
46     });
47     setupGame();
48 });
49
50 function setupGame() {
51     clearIntervals();
52     readKeys = false;
53     if ($("#gamediv").length !== 0) {
54         $("#gamediv").empty();
55         $("#gamediv").remove();
56     }
57     var $div = $('<div />').appendTo('body');
58     $div.attr('id', 'gamediv');
59 }
60
61 function startGame() {
62     readKeys = true;
63     documentWidth = $(window).width();
64     documentHeight = $(window).height();
65     $('#gamediv').css('display', 'none');
66     $('#gamediv').css('top', '25px');
67     $('#gamediv').css('left', '25px');
68     $('#gamediv').css('width', (documentWidth - 50) + 'px');
69     $('#gamediv').css('height', (documentHeight - 50) + 'px');
70     $('#gamediv').html();
71     $('#gamediv').addClass('gamediv');
72     var $div = $('<div />').appendTo('#gamediv');
73     $div.attr('id', 'gametitle');

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74 $('#gametitle').css('top', '25px');
75 $('#gametitle').css('left', '0px');
76 $('#gametitle').css('width', $('#gamediv').width() + 'px');
77 $('#gametitle').addClass('gametitle');
78 $('#gametitle').html('<h1 class="gametitle">COMPUTER IDEE INVADERS</h1><h5
class="gametitle">- een niet al te serieuze it-extravangantie door john
vanderaart -<h5>');
79 $div = $('<div />').appendTo('#gamediv');
80 $div.attr('id', 'rocketdiv');
81 $('#rocketdiv').css('display', 'none');
82 $('#rocketdiv').addClass('rocket');
83 $('#rocketdiv').html('<i class="fas fa-space-shuttle fa-rotate-270 fa-6x
rocket-color"></i>');
84 rocketX = ((documentWidth - 50) / 2) - 43;
85 rocketY = -120;
86 rocketS = 0;
87 initBullets();
88 initAliens();
89 intervalScreen = setInterval(handleScreen, 25);
90 intervalKeys = setInterval(handleKeys, 150);
91 intervalSelection = setInterval(handleSelection, 150);
92 intervalRocket = setInterval(handleRocket, 50);
93 intervalBullets = setInterval(handleBullets, 50);
94 intervalAliens = setInterval(handleAliens, 50);
95 $('#gamediv').css('display', '');
96 }
97
98 function clearIntervals() {
99     if (intervalKeys !== null) {
100         clearInterval(intervalKeys);
101     }
102     if (intervalScreen !== null) {
103         clearInterval(intervalScreen);
104     }
105     if (intervalSelection !== null) {
106         clearInterval(intervalSelection);
107     }
108     if (intervalRocket !== null) {
109         clearInterval(intervalRocket);
110     }
111     if (intervalBullets !== null) {
112         clearInterval(intervalBullets);
113     }
114     if (intervalAliens !== null) {
115         clearInterval(intervalAliens);
116     }
117 }
118
119 function handleScreen() {
120     documentWidth = $(window).width();
121     documentHeight = $(window).height();
122     $('#gamediv').css('width', (documentWidth - 50) + 'px');
123     $('#gamediv').css('height', (documentHeight - 50) + 'px');
124     $('#gametitle').css('width', $('#gamediv').width() + 'px');
125 }
126
127 function handleKeys() {
128     if (mapKeys[27]) {
129         setupGame();
130     }
131     if (mapKeys[32]) {
132         fireBullet();
133     }
134     if (mapKeys[37]) {
135         rocketS = rocketS + 2;
136         if (rocketS > 25) {
137             rocketS = 25;
138         }
139         rocketX = rocketX - rocketS;
140         if (rocketX < 10) {
141             rocketX = 10;
142         }
143     }

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214         $('#bulletdiv' + i).html('<i class="far fa-spin-reverse fa-2x
bullet3"></i>');
215         break;
216     case 4:
217         $('#bulletdiv' + i).html('<i class="far fa-spin fa-2x
bullet4"></i>');
218         break;
219     case 5:
220         $('#bulletdiv' + i).html('<i class="far fa-spin-reverse fa-2x
bullet5"></i>');
221         break;
222     }
223     bulletsC[i] = 1;
224     bulletsX[i] = rocketX + 44;
225     bulletsY[i] = rocketY - 44;
226     bulletsS[i] = 5;
227     break;
228 }
229 }
230 }
231
232 function handleBullets() {
233     for (i = 0; i < noBullets; i++) {
234         if (bulletsC[i] !== 0) {
235             if (bulletsC[i] === 1) {
236                 if (bulletsX[i] > ($('#gamediv').width() - 90)) {
237                     bulletsX[i] = ($('#gamediv').width() - 90);
238                 }
239                 bulletsY[i] = bulletsY[i] - bulletsS[i];
240                 $('#bulletdiv' + i).css('left', bulletsX[i] + 'px');
241                 $('#bulletdiv' + i).css('top', bulletsY[i] + 'px');
242                 $('#bulletdiv' + i).css('display', '');
243                 if (bulletsY[i] < -55) {
244                     bulletsC[i] = 0;
245                     $('#bulletdiv' + i).html();
246                     $('#bulletdiv' + i).css('display', 'none');
247                 }
248             }
249             if (bulletsC[i] > 1) {
250                 bulletsC[i]++;
251                 if (bulletsC[i] === 25) {
252                     bulletsC[i] = 0;
253                     $('#bulletdiv' + i).html();
254                     $('#bulletdiv' + i).css('display', 'none');
255                 }
256             }
257         }
258     }
259 }
260
261 function initAliens() {
262     noAliens = 50;
263     for (i = 0; i < noAliens; i++) {
264         aliensC[i] = 0;
265         aliensX[i] = 0;
266         aliensY[i] = 0;
267         aliensSX[i] = 0;
268         aliensSY[i] = 0;
269         $div = $('<div />').appendTo('#gamediv');
270         $div.attr('id', 'aliendiv' + i);
271         $('#aliendiv' + i).css('display', 'none');
272         $('#aliendiv' + i).addClass('alien');
273     }
274     noAliens = 15;
275     fireAlienInterval = 250;
276     fireAlienCounter = -1000;
277 }
278
279 function fireAlien() {
280     for (i = 0; i < noAliens; i++) {
281         if (aliensC[i] === 0) {
282             switch (Math.floor(Math.random() * 8)) {
283                 case 0:

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284     $('#aliendiv' + i).html('<i class="fas fa-spin fa-4x
alien0"></i>');
285     break;
286 case 1:
287     $('#aliendiv' + i).html('<i class="fas fa-spin-reverse fa-4x
alien1"></i>');
288     break;
289 case 2:
290     $('#aliendiv' + i).html('<i class="fas fa-spin fa-4x
alien2"></i>');
291     break;
292 case 3:
293     $('#aliendiv' + i).html('<i class="fas fa-spin-reverse fa-4x
alien3"></i>');
294     break;
295 case 4:
296     $('#aliendiv' + i).html('<i class="fas fa-spin fa-4x
alien4"></i>');
297     break;
298 case 5:
299     $('#aliendiv' + i).html('<i class="fas fa-spin-reverse fa-4x
alien5"></i>');
300     break;
301 case 6:
302     $('#aliendiv' + i).html('<i class="fas fa-spin fa-4x
alien6"></i>');
303     break;
304 case 7:
305     $('#aliendiv' + i).html('<i class="fas fa-spin-reverse fa-4x
alien7"></i>');
306     break;
307 }
308 aliensC[i] = 1;
309 aliensX[i] = Math.floor(Math.random() * (documentWidth - 50));
310 aliensY[i] = -50;
311 aliensSX[i] = 2 + Math.floor(Math.random() * 6);
312 if (Math.floor(Math.random() * 3) > 1) {
313     aliensSX[i] = -aliensSX[i];
314 }
315 aliensSY[i] = 2 + Math.floor(Math.random() * 6);
316 break;
317 }
318 }
319 }
320
321 function handleAliens() {
322     for (i = 0; i < noAliens; i++) {
323         if (aliensC[i] !== 0) {
324             if (aliensC[i] === 1) {
325                 aliensY[i] = aliensY[i] + aliensSY[i];
326                 aliensX[i] = aliensX[i] + aliensSX[i];
327                 if (aliensX[i] < -25) {
328                     aliensSX[i] = -aliensSX[i];
329                 }
330                 if (aliensX[i] > $('#gamediv').width() - 35) {
331                     aliensX[i] = $('#gamediv').width() - 35;
332                     if (aliensSX[i] > 0) {
333                         aliensSX[i] = -aliensSX[i];
334                     }
335                 }
336                 $('#aliendiv' + i).css('left', aliensX[i] + 'px');
337                 $('#aliendiv' + i).css('top', aliensY[i] + 'px');
338                 $('#aliendiv' + i).css('display', '');
339                 if (aliensY[i] > $('#gamediv').height() + 75) {
340                     aliensC[i] = 0;
341                     $('#aliendiv' + i).html();
342                     $('#aliendiv' + i).css('display', 'none');
343                 }
344             }
345             if (aliensC[i] > 1) {
346                 aliensC[i]++;
347                 if (aliensC[i] === 25) {
348                     aliensC[i] = 0;

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```
349         $('#aliendiv' + i).html();
350         $('#aliendiv' + i).css('display', 'none');
351     }
352 }
353
354 fireAlienCounter++;
355 if (fireAlienCounter > fireAlienInterval) {
356     fireAlienCounter = 0;
357     fireAlien();
358 }
359 }
360 }
```