

```

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 = 25;
17 var bulletsC = [];
18 var bulletsX = [];
19 var bulletsY = [];
20 var bulletsS = [];
21
22 $(document).ready(function () {
23     $(this).keydown(function (e) {
24         e = e || event;
25         mapKeys[e.keyCode] = e.type === 'keydown';
26         if (readKeys === true) {
27             e.preventDefault();
28         }
29     });
30     $(this).keyup(function (e) {
31         e = e || event;
32         mapKeys[e.keyCode] = e.type === 'keydown';
33         if (readKeys === true) {
34             e.preventDefault();
35         }
36     });
37     setupGame();
38 });
39
40 function setupGame() {
41     clearIntervals();
42     readKeys = false;
43     if ($("#gamediv").length !== 0) {
44         $("#gamediv").empty();
45         $("#gamediv").remove();
46     }
47     var $div = $('<div />').appendTo('body');
48     $div.attr('id', 'gamediv');
49 }
50
51 function startGame() {
52     readKeys = true;
53
54     documentWidth = $(window).width();
55     documentHeight = $(window).height();
56
57     $('#gamediv').css('display', 'none');
58     $('#gamediv').css('top', '25px');
59     $('#gamediv').css('left', '25px');
60     $('#gamediv').css('width', (documentWidth - 50) + 'px');
61     $('#gamediv').css('height', (documentHeight - 50) + 'px');
62     $('#gamediv').html();
63     $('#gamediv').addClass('gamediv');
64
65     var $div = $('<div />').appendTo('#gamediv');
66     $div.attr('id', 'gametitle');
67     $('#gametitle').css('top', '25px');
68     $('#gametitle').css('left', '0px');
69     $('#gametitle').css('width', ($('#gamediv').width()) + 'px');
70     $('#gametitle').addClass('gametitle');
71     $('#gametitle').html('<h1 class="gametitle">COMPUTER IDEE INVADERS</h1><h5
class="gametitle">- een niet al te serieuze it-extravagantie door john
vanderaart -<h5>');

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72
73     $div = $('<div />').appendTo('#gamediv');
74     $div.attr('id', 'rocketdiv');
75     $('#rocketdiv').css('display', 'none');
76     $('#rocketdiv').addClass('rocket');
77     $('#rocketdiv').html('<i class="fas fa-space-shuttle fa-rotate-270 fa-6x
rocket-color"></i>');
78     rocketX = ((documentWidth - 50) / 2) - 43;
79     rocketY = -120;
80     rocketS = 0;
81
82     initBullets();
83
84     intervalScreen = setInterval(handleScreen, 25);
85     intervalKeys = setInterval(handleKeys, 150);
86     intervalSelection = setInterval(handleSelection, 150);
87     intervalRocket = setInterval(handleRocket, 50);
88     intervalBullets = setInterval(handleBullets, 50);
89
90     $('#gamediv').css('display', '');
91 }
92
93 function clearIntervals() {
94     if (intervalScreen !== null) {
95         clearInterval(intervalScreen);
96     }
97     if (intervalScreen !== null) {
98         clearInterval(intervalKeys);
99     }
100    if (intervalSelection !== null) {
101        clearInterval(intervalSelection);
102    }
103    if (intervalRocket !== null) {
104        clearInterval(intervalRocket);
105    }
106    if (intervalBullets !== null) {
107        clearInterval(intervalBullets);
108    }
109 }
110
111 function handleScreen() {
112     documentWidth = $(window).width();
113     documentHeight = $(window).height();
114     $('#gamediv').css('width', (documentWidth - 50) + 'px');
115     $('#gamediv').css('height', (documentHeight - 50) + 'px');
116     $('#gametitle').css('width', $('#gamediv').width() + 'px');
117 }
118
119 function handleKeys() {
120     if (mapKeys[27]) {
121         setupGame();
122     }
123     if (mapKeys[32]) {
124         fireBullet();
125     }
126     if (mapKeys[37]) {
127         rocketS = rocketS + 2;
128         if (rocketS > 25) {
129             rocketS = 25;
130         }
131         rocketX = rocketX - rocketS;
132         if (rocketX < 10) {
133             rocketX = 10;
134         }
135     }
136     if (mapKeys[38]) {
137         if (rocketY > 250) {
138             rocketY = rocketY - 50;
139         }
140     }
141     if (mapKeys[39]) {
142         rocketS = rocketS + 2;
143         if (rocketS > 25) {

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144         rocketsS = 25;
145     }
146     rocketX = rocketX + rocketsS;
147 }
148 }
149
150 function handleSelection() {
151     if (window.getSelection()) {
152         if (window.getSelection().empty) {
153             window.getSelection().empty();
154         } else if (window.getSelection().removeAllRanges) {
155             window.getSelection().removeAllRanges();
156         }
157     } else if (document.selection) {
158         document.selection.empty();
159     }
160 }
161
162 function handleRocket() {
163     if (rocketX > ($('#gamediv').width() - 135)) {
164         rocketX = ($('#gamediv').width() - 135);
165     }
166     if (rocketY < ($('#gamediv').height() - 135)) {
167         rocketY = rocketY + 5;
168     }
169     if (rocketY > ($('#gamediv').height() - 135)) {
170         rocketY = ($('#gamediv').height() - 135);
171     }
172     $('#rocketdiv').css('left', (rocketX) + 'px');
173     $('#rocketdiv').css('top', (rocketY) + 'px');
174     $('#rocketdiv').css('display', '');
175 }
176
177 function initBullets() {
178     for (i = 0; i < noBullets; i++) {
179         bulletsC[i] = 0;
180         bulletsX[i] = 0;
181         bulletsY[i] = 0;
182         bulletsS[i] = 0;
183         $div = $('<div />').appendTo('#gamediv');
184         $div.attr('id', 'bulletdiv' + i);
185         $('#bulletdiv' + i).css('display', 'none');
186         $('#bulletdiv' + i).addClass('bullet');
187     }
188 }
189
190 function fireBullet() {
191     for (i = 0; i < noBullets; i++) {
192         if (bulletsC[i] === 0) {
193             switch (Math.floor(Math.random() * 6)) {
194                 case 0:
195                     $('#bulletdiv' + i).html('<i class="far fa-spin fa-2x  
bullet0"></i>');
196                     break;
197                 case 1:
198                     $('#bulletdiv' + i).html('<i class="far fa-spin-reverse fa-2x  
bullet1"></i>');
199                     break;
200                 case 2:
201                     $('#bulletdiv' + i).html('<i class="far fa-spin fa-2x  
bullet2"></i>');
202                     break;
203                 case 3:
204                     $('#bulletdiv' + i).html('<i class="far fa-spin-reverse fa-2x  
bullet3"></i>');
205                     break;
206                 case 4:
207                     $('#bulletdiv' + i).html('<i class="far fa-spin fa-2x  
bullet4"></i>');
208                     break;
209                 case 5:
210                     $('#bulletdiv' + i).html('<i class="far fa-spin-reverse fa-2x  
bullet5"></i>');

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211         break;
212     }
213     bulletsC[i] = 1;
214     bulletsX[i] = rocketX + 44;
215     bulletsY[i] = rocketY - 44;
216     bulletsS[i] = 5;
217     break;
218 }
219 }
220 }
221
222 function handleBullets() {
223     for (i = 0; i < noBullets; i++) {
224         if (bulletsC[i] !== 0) {
225             if (bulletsC[i] === 1) {
226                 if (bulletsX[i] > ($('#gamediv').width() - 90)) {
227                     bulletsX[i] = ($('#gamediv').width() - 90);
228                 }
229                 bulletsY[i] = bulletsY[i] - bulletsS[i];
230                 $('#bulletdiv' + i).css('left', (bulletsX[i]) + 'px');
231                 $('#bulletdiv' + i).css('top', (bulletsY[i]) + 'px');
232                 $('#bulletdiv' + i).css('display', '');
233                 if (bulletsY[i] < -55) {
234                     bulletsC[i] = 0;
235                     $('#bulletdiv' + i).html();
236                     $('#bulletdiv' + i).css('display', 'none');
237                 }
238             }
239             if (bulletsC[i] > 1) {
240                 bulletsC[i]++;
241                 if (bulletsC[i] === 25) {
242                     bulletsC[i] = 0;
243                     $('#bulletdiv' + i).html();
244                     $('#bulletdiv' + i).css('display', 'none');
245                 }
246             }
247         }
248     }
249 }

```