

```

<!DOCTYPE html>
<html>

<head>

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

<script>

var scene;
var car;
var house;
var house2;
var speed;
var crashSound;// variable for the sound
var rogueCar; // new variable for a new Sprite, the "enemy" car
function init()
{
scene = new Scene();
scene.setSize(1200,600);
scene.setBG("#36d");
scene.hideCursor();// mouse cursor hidden on the scene
//create new sound object, the sound file must be in the same directory
crashSound = new Sound("crash.mp3");

car = new Sprite(scene, "car.png", 60,30);
car.setAngle(270);
car.setSpeed(0);

car.setBoundAction(BOUNCE);

rogueCar = new Sprite(scene, "rogueCar.png", 40,20);
rogueCar.setPosition(10,500);
rogueCar.setAngle(90);
rogueCar.setSpeed(5);
rogueCar.setBoundAction(BOUNCE);

// create a function to change the direction of the rogueCar randomly

rogueCar.turn = function()
{
var newDir;
newDir = (Math.random()* 10 -5);
if (newDir <= -4.9)
{
newDir = 90;
}
}

```

```
if (newDir >= 4.9)
```

```
{  
newDir = -90;  
}
```

```
else
```

```
{  
newDir = 0  
}
```

```
this.changeAngleBy(newDir);
```

```
}
```

** this will change the direction of the rogueCar 90 degrees if the random number equals or is less than -4.9 and -90 degrees when the random number equals or is more than 4.9. Originally random numbers are decimal numbers between 0 and 1 but after multiplying them with 10 and subtracting 5 they come between -5 and 5. As the number is seldom more than 4.9 or less than -4.9 the direction isn't changed very often. You can adjust the values as you wish.**

```
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])
```

```
{
```

```
if (speed <10)
```

```
{
```

```
car.changeSpeedBy(1);
}
}

if (keysDown[K_DOWN])
{
//max speed on reverse too
if (speed > -2)
{
car.changeSpeedBy(-1);
}
}
rogueCar.turn(); // update the function and the Sprite
rogueCar.update();
car.update();
house.update();
house2.update();

checkCollisions();
}

function checkCollisions()
{
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();
}

}

</script>
</head>

<body onload="init()">

<h2>Game</h2>
```

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