

# Zo Zit Dat Easter Egg – T-Rex Escape

dinostart.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link rel="stylesheet" href="css/normalize.css">
  <link rel="stylesheet" href="css/style.css">
  <link rel="stylesheet" href="style2.css">
  <title>T-Rex Escape | Start</title>
</head>
<body>
  <div class="breinsteinstart">
    
    <div>
      <a href="dino.html">
        
      </a>
      <a href="index.html">
        
      </a>
    </div>
  </div>
</body>
</html>
```

dino.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link rel="stylesheet" href="style2.css">
  <title>T-Rex Escape</title>
</head>
<body>
  <div id="score">Score: 0</div>
  <div id="highscore">High Score: 0</div>
  <div id="game" onclick="jump()">
    <div id="character"></div>
    <div id="block"></div>
```

```

        
        <audio id="jumpSound" src="sounds/jumpie.mp3"></audio>
        <audio id="GAMEOVERSound" src="sounds/legameover.mp3"></audio>
    </div>
</body>
<script src="js/dino.js">

</script>
</html>

```

style2.css

```

*{
    padding: 0;
    margin: 0;
}

body {
    background-image: url(images/achtergrond5.jpg);
    background-size: cover;
    background-repeat: no-repeat;
    height: 950px;
    overflow-y: hidden;
    overflow-x: hidden;
}

#game {
    width: 1500px;
    height: 700px;
}

#character {
    width: 160px;
    height: 155px;
    position: relative;
    top: 600px;
    background-image: url(images/trexje.png);
    background-size: cover;
    background-position: center;
}

#block {
    width: 80px;
    height: 80px;
    position: relative;
    top: 500px;
    left: 2000px;
}

```

```

    animation: block 1s infinite linear;
    background-image: url(images/eidino.png);
    background-size: cover;
    background-position: center;
}

#GAMEOVER {
    position: absolute;
    top: 50%;
    left: 50%;
    transform: translate(-50%, -50%);
    display: none;
    width: 500px;
}

#score {
    position: absolute;
    top: 20px;
    left: 20px;
    font-size: 30px;
    color: yellow;
    font-family: Impact, Haettenschweiler, 'Arial Narrow Bold', sans-serif;
    text-shadow: 2px 2px 4px rgba(0, 0, 0, 0.5);
}

#highscore {
    position: absolute;
    top: 60px;
    left: 20px;
    font-size: 30px;
    color: yellow;
    font-family: Impact, Haettenschweiler, 'Arial Narrow Bold', sans-serif;
    text-shadow: 2px 2px 4px rgba(0, 0, 0, 0.5);
}

@keyframes block {
    0%{left:2000px;}
    100%{left:-40px;}
}

@keyframes jump {
    0%{top: 600px;}
    30%{top: 450px;}
    70%{top: 450px;}
    100%{top: 600px;}
}

.animate {

```

```
    animation: jump 500ms;
}
```

dino.js

```
var character = document.getElementById("character")
var block = document.getElementById("block")
var GAMEOVER = document.getElementById("GAMEOVER")
var scoreElement = document.getElementById("score");
var highScoreElement = document.getElementById("highscore");
var isGameOver = false; // checkt of het Game Over is, staat dus uit als de
game net wordt opgestart
var score = 0; // huidige score, staat natuurlijk op 0 als de game begint
var highScore = localStorage.getItem('highScore') || 0; // localStorage =
opgeslagen high score.
// als je de website afsluit en later weer opstart, blijft de high score ^
highScoreElement.innerText = "High Score: " + highScore; // zorgt ervoor dat
de high score wordt gedisplayd.
var jumpSound = document.getElementById("jumpSound");
jumpSound.volume = 0.1;
var GAMEOVERSound = document.getElementById("GAMEOVERSound");
GAMEOVERSound.volume = 0.1;

document.addEventListener('keydown', function(event) { // checkt of er een
knop wordt ingedrukt
    if (event.code === 'Space') { // checkt of de spatiebalk wordt ingedrukt
        jump();
    }
});

function jump() {
    if (!isGameOver && character.classList != "animate") { // zolang het Game
Over scherm tevoorschijn is en er een jump animatie bezig is,
        // dan mag er geen jump animatie afgespeeld worden (je kan niet
springen)
        character.classList.add("animate");
        incrementScore(); // verhoogt de score
        jumpSound.play();
    }
    setTimeout(function() {
        character.classList.remove("animate");
    }, 500);
}

function incrementScore() {
    score++; // verhoogt de score met 1
    scoreElement.innerText = "Score: " + score;
```

```

}

var checkDead = setInterval(function() { // om de 10ms wordt er gekeken of de
player dood is
    var characterTop =
parseInt(window.getComputedStyle(character).getPropertyValue("top")); //
bovenkant positie van player
    var blockLeft =
parseInt(window.getComputedStyle(block).getPropertyValue("left")); //
linkerkant positie van player
    if (blockLeft < 150 && characterTop >= 600) { // de collision/hitbox, als
deze coördinaten niet het geval zijn, is de speler af
        block.style.animation = "none";
        block.style.display = "none";
        GAMEOVER.style.display = "block"; // Game Over in beeld
        isGameOver = true;
        GAMEOVERSound.play();

        if (score > highScore) { // checkt of de momentele score hoger is dan
de high score
            highScore = score;
            localStorage.setItem('highScore', highScore); // de nieuwe high
score wordt opgeslaan in localStorage
            highScoreElement.innerHTML = "High Score: " + highScore;
        }

        clearInterval(checkDead);
    }
}, 10);

function restartGame() {
    isGameOver = false;
    score = -1; // de score begint op -1, want als je op de Game Over knop
klikt telt deze klik ook als een jump
    // hierdoor zal deze klik ervoor zorgen dat de score recht voor de game
begint van -1 naar 0 switched
    // de player ziet dit niet gebeuren en zal alleen merken dat de game
gewoon op een score van 0 begint
    scoreElement.innerHTML = "Score " + score;
    block.style.animation = "block 1s infinite linear"; // start de animatie
en loop van de blocken (eieren)
    block.style.display = "block";
    GAMEOVER.style.display = "none";
    character.style.top = "600px"; // reset de positie van de player
    block.style.left = "1480px"; // reset de positie van de eieren
    checkDead = setInterval(function() { // zie uitleg van checkDead in het
vorige paragraaf

```

```

        var characterTop =
parseInt(window.getComputedStyle(character).getPropertyValue("top"));
        var blockLeft =
parseInt(window.getComputedStyle(block).getPropertyValue("left"));
        if (blockLeft < 150 && characterTop >= 600) {
            block.style.animation = "none";
            block.style.display = "none";
            GAMEOVER.style.display = "block";
            isGameOver = true;
            GAMEOVERSound.play();

            if (score > highScore) {
                highScore = score;
                localStorage.setItem('highScore', highScore);
                highScoreElement.innerText = "High Score: " + highScore;
            }

            clearInterval(checkDead);
        }
    }, 10);
}

```