

GD PY 1

Let's review the fundamentals before moving on. This is a Prove Yourself (PY). It allows you to showcase all of the topics that you have learned so far. You can use any of the previous projects (website and curriculum) that you have completed to help complete this PY.

The Sensei can give hints and minimal help because the goal of a PY is to have the student showcase their own unique solution to the problem. **GD 1 and 2 curriculums are a good reference point.**

0. Written Review – write answers inside chat

- 0.1. Do we have to manually draw shapes within a game?
- 0.2. What is HTML 5 Canvas?
- 0.3. How does HTML 5 Canvas make it easier for use to create video games?
- 0.4. What is a shape?

1. Write the JS code to do the following. Put the code inside `“function init_sys()”`

- 1.1. declare the variable **rx** and load the data 250 into it
- 1.2. declare the variable **ry** and load the data 300 into it
- 1.3. declare the variable **rWidth** and load the data 50 into it
- 1.4. declare the variable **rHeight** and load the data 100 into it
- 1.5. use the input commands of **1.1 – 1.5.** and use **ctx.rect()** and **ctx.fill()** to draw a rectangle

2. Write the JS code to do the following. Put the code inside `“function init_sys()”`

- 2.1. declare the variable **rx_2** and load the data 50 into it
- 2.2. declare the variable **ry_2** and load the data 100 into it
- 2.3. declare the variable **rWidth_2** and load the data 20 into it
- 2.4. declare the variable **rHeight_2** and load the data 300 into it
- 2.5. use the input commands of **2.1 – 2.5.** and use **ctx.rect()** and **ctx.fill()** to draw a rectangle

Two rectangles should be drawn at different positions