

CSCI-230 Web Scripting

HOMEWORK 10 - KEYBOARD AND CUSTOM EVENTS

1. Create an HTML file named a10.html, a CSS file named a10.css, and a JavaScript file named a10.js.
2. In these files, create a snake game. See https://www.google.com/fbx?fbx=snake_arcade for an example of the snake game.
3. There are many bells and whistles that you can add to the snake game, but yours must, at a minimum, do the following:
 - When the user starts the game, the snake starts **at a random location** and moves (automatically) in a direction that has the least probability of hitting a wall.
 - The user is able to change the direction of the snake using the arrow keys on the keyboard.
 - When the snake intercepts an apple (or other target) the length of the snake increases by one unit, the apple is moved to a random position on the board, and the **user's score increases by 1**.
 - **If the snake hits the edge of the board or hits its own body the game ends.**
4. **Your solution must use CustomEvents to signal when the snake intercepts the edge of the game board or itself.**
5. You are not allowed to view the source code of other snake games on the internet. That will be considered cheating. Come up with your own solution to creating this game.
6. You may use any part of the code I presented in my demonstration **and Snake starter kit**.