

bomb out!

Dyna Blaster was always my favorite party game, but it wouldn't fit on a single page. But hey, **Bomb Out!** does!

Controls: Player 1: WSAD+1, Player 2: ↑ ↓ ←→+↵

Gynvael Coldwind

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<html><style> /* Bomb Out! by Gynvael Coldwind */
body {margin:0; padding:0} /* Paged Out! #1 */
div {width:30px; height:30px; position:absolute;
font-size:30px} /* Works on Chrome/FF/Edge! */
.bg {width:720; height:480; background:#0c1}
.wall {width:20px; height:20px; border-width:5px;
border-style:outset; background:#ccc}
.brick {border-style:outset; border-width:3px;
width:24px; height:24px; /* ↓ 4-bit BMP (RLE) */
background:url('
AAEIAAAoAAAAACAAAAAQAABAAQAQAQAADIAAAAJLgAAIy4A
AAMAAAADAAAAPkSkAMPDwwDa2toAAgIGEQAQAAGIQAQAAGEG
gAACAAAAAIIERECEQAQAAGREQIRAAAACCIiASIAAAgAAAE')}
.player {width:26px; height:26px; z-index:2;
margin:-8px 0 0 -8px} /* Code is pretty... */
.bomb {margin:-7px 0 0 -4px; z-index:1} /* ... */
.boom {font-size:34px; z-index:2; /* ... */
margin:-8px 0 0 -8px} /* ...compressed ;) */
@keyframes bb {0% {background-color:#cef}
100% {background-color:#9df}}
.bonus {font-size:20px; animation:bb 1s infinite;
text-align:center} /* ...but still readable! */
.txt {width:100%; text-align:center; top:2px;
font-family:sans-serif; font-size:22px}
</style><body><div class="bg"> <!-- ...kinda -->
<div class="txt">Bomb Out!</div></div></body>
<script
src="https://code.jquery.com/jquery-3.4.1.min.js"
integrity="sha256-CSXorXvZcTkaix6Yvo6HppcZGetbYMG
WSFlBw8HfcJJo=" crossorigin="anonymous"></script>
<script> PX='px'; /* var|0 is a cast to int */
Pos = (e,x,y)=>e.css({left:x|0+PX,top:y|0+PX});
Div = (c,x,y)=>Pos({'<div/>', {class:c}),x,y)
.appendTo(BG); /* ↓ pixel pos + 1D index conv */
I2px = (i)=>[15+(i%23)*30,30+(i/23|0)*30];
Px2i = (x,y)=>((x-15)/30|0)+(y/30-1|0)*23;
Collpx = (x,y,nc)=>!nc.includes(Px2i(x,y))&&
(MMAP[Px2i(x,y)]|[0])[0];
MmapAdd = (c,i)=>MMAP[i]=[c,Div(
[0,'wall','brick','bomb'][c],...I2px(i));
Rnd = Math.random;
AVATAR = ['&#x1F63E;', '&#x1F608;'];
PPXPOS = [[47,62],[647,422]];
PIPOS = [[24],[320]]; PINV = [[1,3],[1,3]];
KEYB = []; MBOMB = []; MMAP = []; MITEM = [];
LASTTM = $.now(); DEAD = 0; END = 0;
Boom = (bomb,pos,pl,range,dir=9)=>{
MBOMB[pos]=0; MMAP[pos]=[0]; bomb.remove();
PINV[pl][0]++; /* ↓ explode in every dir */
[-23,23,-1,1].map((v,j)=>{ if(j==dir) return;
for(let k=0;k<range;k++){
let c=pos+v*k, p=I2px(c), e=MMAP[c][0];
if(e[0]==1) break;
let x=Div('boom',...p).html('&#x1F4A5;');
x.fadeOut(500,()=>x.remove());
PIPOS.forEach((pipos,p1)=>DEAD|=pipos.some(
i=>i==c)?PDIV[p1].html('&#x1F480;')|1<p1:0);
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if(e[0]==2) { e[1].remove(); e[0]=0;
if(Rnd()<0.3) { let t = (Rnd()<0.5)|0;
MITEM[c] = [t,Div('bonus',...p).html(
['&#x1F4A3;', '&#x1F525;'][t]); } break; }
if(MITEM[c]) {
MITEM[c][1].remove(); MITEM[c]=0; break; }
let b=MBOMB[c]; if (b) {
clearTimeout(b[1]); b[0](b,c,p1,range,j); }
}}});
Mainloop = ()=>{
if(END) return;
let tm = ($.now()-LASTTM)/1000;LASTTM = $.now();
[38,40,37,39,87,83,65,68].forEach((c,i)=>{
if(!KEYB[c]) return; /* ↑ these are keycodes */
let k=PPXPOS[i]>>2].map((v,j)=>
v+[[0,-1],[0,1],[-1,0],[1,0]][i%4][j]*tm*120);
let kk=[0,1,2,3].map( /* 4 corners of player */
j=>[k[0]+26*(j&1),k[1]+26*(j>>1)]), q=i>>2;
if(!kk.some(t=>Collpx(...t,PIPOS[q])) {
PPXPOS[q]=k; PIPOS[q]=kk.map(t=>Px2i(...t));
PIPOS[q].forEach(c=>{let b=MITEM[c]; if(b){
PINV[q][b[0]]++; b[1].remove(); MITEM[c]=0;
}}}); /* Movement model is kinda bad TBH */
[13,49].forEach((c,i)=>{ /* ← keycodes too */
if(!(KEYB[c]&&PINV[i][0])) return; KEYB[c]=0;
let m=Px2i(PPXPOS[i][0]+13,PPXPOS[i][1]+13);
if(!MBOMB[m]) {
let b=Div('bomb',...I2px(m)).html('&#x1F4A3;'),
cb=(=)>{Boom(b,m,i,PINV[i][1])};
MMAP[m]=[3]; PINV[i][0]--;
MBOMB[m]=[cb,setTimeout(cb,3000)];
}}});
PDIV.forEach((c,i)=>Pos(c,...PPXPOS[i]));
if(DEAD) END=$( ".txt" ).html(DEAD==3?"Draw!":
"Player "+AVATAR[(DEAD==1)|0]+" wins!"); }
Resetmap = ()=>{
BG=$( '.bg' )[0];
for(k=0;k<15*23;k++) {
let i=k%23, j=k/23|0; /* ↓ taxi distance */
if(Rnd()<0.6&&[[1,1],[21,13]].every(p=>Math.abs(
(i-p[0])+Math.abs(j-p[1])>1)) MmapAdd(2,k);
if(!(i%2||j%2)||i||i==22||j||j==14)
MmapAdd(1,k); }
PDIV=[0,1].map(
i=>Div('player',...PPXPOS[i]).html(AVATAR[i]))}
$(function(){ $(document).keydown(e=>KEYB[
e.keyCode]=1).keyup(e=>KEYB[e.keyCode]=0);
Resetmap(); setInterval(Mainloop, 15); });
</script>
```

