

# Zombiestrike



```

weaponPower=200;
document.getElementById('weapon').style.left = "463px";
document.getElementById('weapon').style.top = "795px";
document.getElementById('weapon').style.width = "100px";
document.getElementById('weapon').style.height = "100px";
document.getElementById('weapon').src = "img/weapon4-1.gif";
if(event.keyCode==53){
    weaponIndex=5;
}
weaponPower=300;
document.getElementById('weapon').style.left = "463px";
document.getElementById('weapon').style.top = "745px";
document.getElementById('weapon').style.width = "100px";
document.getElementById('weapon').style.height = "150px";
document.getElementById('weapon').src = "img/weapon5-1.gif";
if(event.keyCode==54){
    weaponIndex=6;
}
weaponPower=500;
document.getElementById('weapon').style.left = "463px";
document.getElementById('weapon').style.top = "745px";
document.getElementById('weapon').style.width = "100px";
document.getElementById('weapon').style.height = "150px";
document.getElementById('weapon').src = "img/weapon6-1.gif";
}

function onLoad(){
    if(index==1){index=1;}
    if(index==2){
        if(kills==maxKills){
            document.getElementById('next_div').style.zIndex=2000;
            document.getElementById('Layer1').style.zIndex=-1;
            document.getElementById('punkte').style.zIndex=-1;
            if(shoot!=0){
                weaponM=weaponM+1;
                if(weaponM==4){
                    shoot=0;
                    weaponM=1;
                    document.getElementById('weapon').src = "img/weapon"+weaponIndex+"-1.gif";
                }
            }
            else{document.getElementById('weapon').src = "img/weapon"+weaponIndex+"-"+weaponM+".gif";}
            document.getElementById('hit').style.left = -1000+"px";
            for(i=1;i<31;i++){
                var value=getZombie(i);
                eval(value+"[8]="+value+"[8]+1");
                var walk=eval(value+"[8]");
                if(walk==5){walk=1;eval(value+"[8]=1");}
                zombieWalk_(i,"zombie"+i,"div"+i,walk);
            }
            if(index==4){alert("Du wurdest besiegt. Starte das Spiel neu!!!");}
            var timeout = window.setTimeout("onLoad()",250);
        }
    }

    function funcClick(id){
        var x = event.clientX;
        var y = event.clientY;
        x=x-3;
        y=y-12;
        if(y>200){x=x+10;y=y-10;}
        if(munitionA[weaponIndex-1]>0){damage(id,x,y);}
    }

    function damage(id,x,y){
        shoot=1;
        var value=getZombie(id);
        var left=eval(value+"[2]+("+value+"[4]/2)");
        var top=eval(value+"[3]");
        var hp=eval(value+"[0]");
        munitionA[weaponIndex-1]=munitionA[weaponIndex-1]-1;
        if(((x-20)<=left)&&((x+20)>=left)&&((y-20)<=top)&&((y+20)>=top))){
            var value=getZombie(id);
            eval(value+"[0]="+value+"[0]-weaponPower;");
            points=points+5;
            x=x-20;
            document.getElementById('hit').style.left = x+"px";
            document.getElementById('hit').style.top = y+"px"; }
        var str = "<tr><td>Punkte: "+points+" Munition: "+munitionA[weaponIndex-1]+" Gegner HP: "+(hp-10)+"</td></tr>";
        document.getElementById('punkte').innerHTML="<table cellpadding=\"3\" width=\"100%\">"+str+"</table>";
    }

    function zombieWalk_(id,name,div_name,walk){
        var value=getZombie(id);
        for(j=1;j<10;j++){
            if(j==1){zom[0]=eval(value+"[0]");}
            else{zom[j]=eval(value+"["+j+"]");}
        }
        var x=zom[2];
        var y=zom[3];
        var w=zom[4];
        var h=zom[6];
        var z=zom[9];
        document.getElementById(div_name).style.zIndex=y;
        if(y>530){index=4;}
        if(zom[0]>1){
            if(zom[6]>0){zom[6]=zom[6]-1;}
            else{
                zom[6]=3;
                zom[4]=zom[4]+2;
                zom[5]=zom[5]+3;
                zom[2]=x-1;
            }
            x=x-1;
            document.getElementById(name).style.width = w+"px";
            document.getElementById(name).style.height = h+"px";}
        y=y+1;
        zom[3]=y;
        document.getElementById(name).style.left = x+"px";
        document.getElementById(name).style.top = y+"px";
        document.getElementById(name).src = "img/zombie"+z+"-"+walk+".gif";
        else{
            if(zom[7]==5){kills=kills+1;}
            if(zom[7]>6){document.getElementById(name).src = "img/zombie"+z+"-7.gif";}
            else{document.getElementById(name).src = "img/zombie"+z+"-"+zom[7]+".gif";}
            if(zom[7]>7){document.getElementById('div'+id).style.zIndex=1;}
            zom[7]=zom[7]+1;
            for(k=2;k<8;k++){
                var str=value+"["+k+"]=zom["+k+"]";
                eval(str);
            }
        }
    }

    function getZombie(id){
        vi="zom"+id;
        return vi;
    }

```

