

## CSCI 4250/5250

### Project 3 Part B (50+bonus pts) (Due: midnight, Monday, Nov 10<sup>th</sup>)

In this part of the project, you will complete the game by adding the following features:

- When the game starts, the landscape is drawn. When one clicks the **Start** button, a ghost flies in the scene. It flies around in 6 random turns and lands somewhere in the upper 1/3 of the screen. The bow and arrow is also visible in the center lower screen.
- Pressing the ‘←’ or ‘→’ keys, rotate the bow to the left or right to aim for the ghost.
- Pressing the ‘f’ key fires the arrow.
- If the arrow “hits” the ghost, “Hit!” is displayed next to the canvas; otherwise, “Missed!” is displayed. “Hit!” is displayed as soon as the arrow enters the boundary around the ghost and “Missed!” is displayed as soon as the arrow flies out of the screen boundaries.
- At any point during the game, clicking the **Reset** button leads back to the starting scene as described in the first bullet.
- Each time the game starts, the ghost flies following a different, randomly designated route.

**Bonus:** You are encouraged to add additional features to the game, for example,

- If the user is successful in one game, the arrow may be used for the next game, with another ghost flies in;
- Allowing a player to have more than 1 arrow;
- Keeping and displaying points, say 10 points/ghost;
- Add other (Halloween themed) objects as targets;
- Add additional features to the landscape.
- ... other features you would like to add to the game...

Please clearly list all the additional features you have added to the program in the comment section of the program.

Name your program **halloween.html** and **halloween.js**.

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### Instruction to turn in the program

Turn in both source code files: halloween.html and Halloween.js (please zip both files) using the Dropbox for “Project 3 Part B” on D2L.