

## INSTRUCTIONS:

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### Goal of the Project:

In Class 15, you have learned how to increase the speed of the game by increasing the velocity of the ground and obstacles after a certain score. You also learned to add sound when trex jumps and trex dies.

In this project you have to apply what you have learned in the class and improve the Fruit Ninja game you created in Project 14.

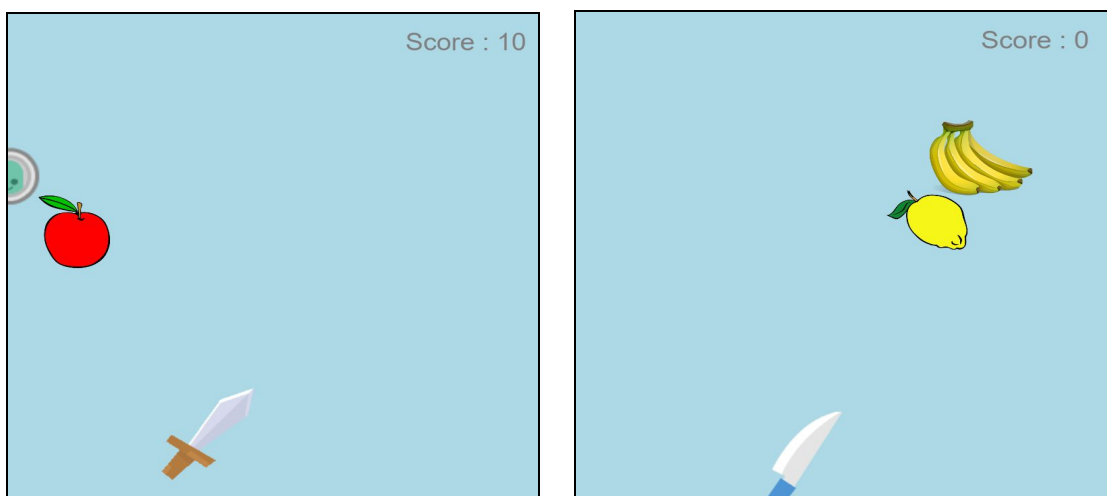
**\*\* This is a continuation of Project 14. Make sure you complete that project before attempting this one. \*\***

### Story:

You have created the basic game for Meera, where fruits are coming from one side of the screen.

Now you have to create a series of fruits coming from **both** sides of the screen. After the user reaches a certain score, increase the speed/velocity of the fruit and monster. You also have to add sound when fruit is chopped and when the game ends.

See a video of this in action [here](#).



**\*This is just for your reference. We expect you to apply your own creativity in the project.**

### Getting Started:

1. Login to code.org
1. Open the link for Project 14 from your panel.
2. Click on Remix.
3. Rename the project to **Project 15** and click on **Save**.

### Specific Tasks to complete the Project:

Start adding code for the following:

1. When the sword is touching the fruit, destroy the fruit and add a cutting sound.

```
if(fruitGroup.isTouching(sword)) {  
    fruitGroup.destroyEach();  
  
    //Add Sound like you are cutting fruit  
    playSound("sound://category_whoosh/heavy_blade_whoosh_3.mp3");  
    score=score+2;  
}
```

2. When the sword is touching the monster, add the sound for the game over.

```
//Play Sound when game ends  
playSound("sound://category_female_voiceover/game_over_female.mp3");
```

3. When the score reaches 4, increase the velocity of the fruit.
4. When the score reaches 10, increase the velocity of the monster.
5. Use a **random number** to generate fruits from both directions randomly. (See Hints)
6. Click "**Run**" to check if the code is working correctly.

\*Refer to the images given above for reference.

### Submitting the Project:

1. SAVE all the changes made to the project.
2. Click the "**SHARE**" button to generate a shareable link.
3. Copy this link and submit it in the Student Dashboard Projects panel against the correct class number.

**Hints:**

1. Using a random number changes the position of fruit.

```
var position=randomNumber(1,2);
var fruit=createSprite(400,200,20,20)
```

```
if(position===1)
{
  fruit.x=400;
  fruit.velocityX=-(7+(score/4));
}
else
{
  if(position===2){
    fruit.x=0;

    //Increase the velocity of fruit after score 4 or 10
    fruit.velocityX=7+(score/4);
  }
}
```

2. This is how you can increase the velocity of monster:

```
function Enemy() {
  if(World.frameCount%200===0){
    var monster=createSprite(400,200,20,20);
    monster.setAnimation("alienGreen_badge_1");
    monster.y=randomNumber(100,300);
    monster.velocityX=-(8+(score/10));
    monster.setLifetime=50;

    enemyGroup.add(monster);
  }
}
```

**REMEMBER...** Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

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