PROFESSIONAL

BALLOON BUSTER - 3

INSTRUCTIONS:

Goal of the Project:

In Class 11, we have learned to use random numbers to generate clouds at random positions. We also learned about frame count to introduce a delay in the game.

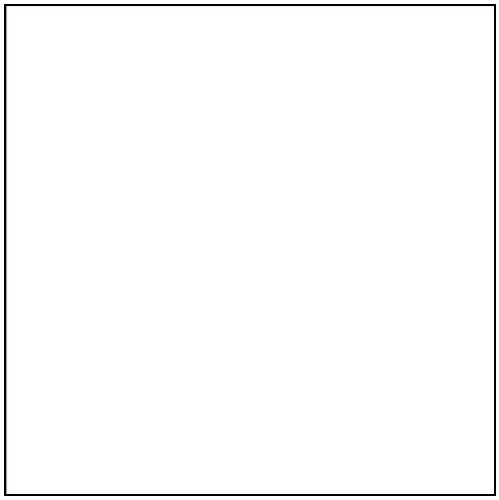
In this project, you have to display a series of balloons at random positions like clouds in a t-rex game.

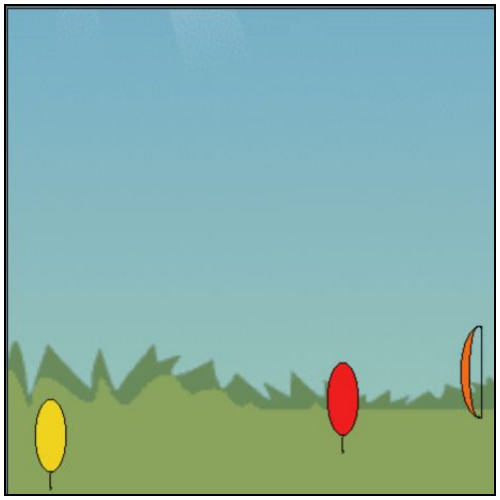
** This is a continuation of Project 9 and 10. So make sure to complete those two projects before attempting this project. **

Story:

You have already helped Meera in creating a complete design of the game with balloons, bow and arrow. Now she wants to make the game a bit challenging. Instead of having balloons at fixed places, she wants to move the balloons and spawn them at random positions.

Are you up for the challenge?





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

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Getting Started:

There are two ways you can start with this project:

Option 1:

1. Login to code.org
2. Click on the following link: Project Template
3. Click on “View Code”.
4. Click on “Remix”.
5. Rename the project to **Project 11** and click on **Save**.

Option 2:

If you decide to use your Project 10 as a starting point to complete this project, follow the steps given below:

1. Login to code.org
2. Open the link for Project 10 from your panel.
3. Click on “Remix”.
4. Rename the project to **Project 11** and click on **Save**.

Specific Tasks to complete the Project:

1. You can use the bow and function to make an arrow from projects 9 and 10.
2. Create a **function to spawn balloons at random y position.** This will be very similar to the spawnCloud function created in the t-rex game.
    - Write different functions for different color balloons - One each for red, green, blue and yellow.
3. Use **frameCount** and **% operator** to create balloons after every 80 frames.
4. Use random numbers to execute the balloon functions. (See Hints.)
5. Click on "**Run**" once to check if it is working.

*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.

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Hints:

1. Use **if else** statement to use a random number and call balloon function randomly.

```
var select_balloon = randomNumber(1,4);

if (World.frameCount % 80 == 0) {
  if (select_balloon == 1) {
    redBalloon();
  } else if (select_balloon == 2) {
    greenBalloon();
  } else if (select_balloon == 3) {
    blueBalloon();
  } else {
    yellowBalloon();
  }
}
```

2. Here is a sample code snippet of a function which creates a balloon.

```
function blueBalloon() {
  var blue = createSprite(0,randomNumber(20, 370), 10, 10);
  blue.setAnimation("animation_3");
  blue.velocityX = 3;
  blue.lifetime = 150;
}
```

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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