var playState = "still";

//var allBalloons = createGroup();

var rowsGroup = [];

var colors = ['green', 'red', 'blue', 'yellow'];

var rowsList = [];

var totalRows = 4;

for(var j = 0; j < totalRows; j++) {

var row = [];

var rowGroup = createGroup();

for(var i = 0; i < (totalRows - j) \* 2; i++) {

var balloon = createSprite(40 + (j\*35), 30 + (j \* 50) + (i \* 50));

row[i] = balloon;

rowGroup.add(balloon);

}

rowsList[j] = row;

rowGroup.setAnimationEach(colors[j]);

rowGroup.setScaleEach(0.9);

rowGroup.setHeightEach(57);

}

var arrow = createSprite(310, 200);

arrow.setAnimation("arrow");

var arrowsRemaining = 10;

var resetArrowX = arrow.x;

var bow = createSprite(340, 200);

bow.setAnimation("bow\_no\_string");

bow.rotateToDirection = true;

createEdgeSprites();

//var soundTimer = 0;

function draw() {

background(rgb(135, 206, 235));

text(resetArrowX, 200, 200);

extraWork();

ballonDoBurst();

drawSprites();

}

function extraWork(){

if(keyWentDown("space")){

playState = "go";

// text(arrow.direction, 200, 200);

}

if(playState == "go"){

drawWork();

}

// if(arrow.isTouching(edges)){

// resetArrow();

// }

if(arrow.y){

resetArrow();

}

/\* if(playState !== "arrowMoving"){

if(arrow.y > 400 - bow.height/2){

arrow.y = 400 - bow.height/2;

}

if(arrow.y < bow.height/2){

arrow.y = bow.height/2;

}

}

}

\*/

function reset(){

bow.y = 200;

arrow.y = 200;

arrow.x = 340;

arrow.setSpeedAndDirection(0, 0);

}

function shoot(){

//arrow.setVelocity(-2, 0);

if(arrow.direction >= 90){

arrow.setSpeedAndDirection(8, arrow.direction);

}

else{

arrow.setSpeedAndDirection(-8, arrow.direction);

}

}

function drawWork (){

//text(ärrowNumebr);

text(arrowsRemaining, 340, 20);

if(playState == "go" || playState == "still" ){

var xValue = arrow.x + arrow.width/2;

if(xValue < bow.x+bow.width/2) {

xValue = bow.x+bow.width/2;

}

line(bow.x+bow.width/2, bow.y-bow.height/2, xValue, bow.y);

line(bow.x+bow.width/2, bow.y+bow.height/2, xValue, bow.y);

}

if(playState == "go"){

arrow.collide(edges);

}

commentsNotToUse();

bow.collide(edges);

gamingControls();

}

function gamingControls(){

if(keyDown("up")){

bow.y = bow.y - 3;

arrow.y = arrow.y - 3;

playState = "arrowMoving";

}

if(keyDown("down")){

bow.y = bow.y + 3;

arrow.y = arrow.y + 3;

playState = "arrowMoving";

}

if(keyDown("r")){

reset();

}

if(keyDown("enter")){

shoot();

playState = "arrowMoving";

}

}

function ballonDoBurst(){

for(var i = 0; i < rowsList.length; i++) {

var row = rowsList[i];

for(var j = 0; j < row.length; j++) {

var color = colors[i];

var animationName = color+"\_burst";

if(arrow.isTouching(row[j])){

row[j].setAnimation(animationName);

}

}

}

}

function resetArrow(){

arrow.visible = false;

arrow.destroy();

if(arrowsRemaining > 0) {

arrowsRemaining = arrowsRemaining - 1;

arrow = createSprite(340, 200);

arrow.setAnimation("arrow");

arrow.visible = true;

} else {

//You lose

}

}

function commentsNotToUse(){

}

/\*if(arrowNumber == 10){

var lostImage = createSprite(200, 200);

lostImage.setAnimation("lost");

lostImage.setAnimation("lost");

lostImage.scale = 0.8;

var lost3D = createSprite();

lost3D.x = (400 - lost3D.width/2) + 40;

lost3D.y = (0 + lost3D.width/2) - 40;

lost3D.visible = false;

lost3D.visible = false;

lost3D.setAnimation("lost\_3d");

text((lost3D.x , lost3D.y), 200, 200);

}\*/

//text("You Lost!!!", 340, 20);

/\* backImage.setVelocity(-6, 0);

if(backImage.x < 80){

backImage.x = (backImage.width/2);

}\*/

// if(arrow.direction > 90){

//arrow.getDirection(90);

// }

/\* if(arrow.y > 400 - (bow.height/2)){

arrow.y = arrow.y = 400 - (bow.height/2);

}

\*/

//background(rgb(/\*46, 69, 78\*/0, 199, 708)/\*76afc7\*/);

//background(rgb(52, 80, 92));

// if(keyDown("left")){

// arrow.rotation = arrow.rotation - 3;

// bow.rotation = bow.rotation - 3;

// }

// if(keyDown("right")){

// arrow.rotation = arrow.rotation + 3;

// bow.rotation = bow.rotation + 3;

// }

//arrow.collide(edges);

/\* if(bow.y < 200){

bow.y = 200;

}

\*/

// if(playState == "go"){

// if(arrow.y < 200/\* && playState !== "go"\*/){

// arrow.y = 200;

// }

// }

/\* if(playState == "go" || playState == "still" ){

var xValue = arrow.x + arrow.width/2;

if(xValue < bow.x+bow.width/2) {

xValue = bow.x+bow.width/2;

}

var angle = bow.rotation;

var xStart = bow.x-(bow.width \* cos(angle)/2);

var xEnd = bow.x+(bow.width \* cos(angle)/2);

var yStart = bow.y-(bow.height \* cos(angle))/2;

var yEnd = bow.x+(bow.width \* cos(angle)/2);

line(xStart, yStart, xValue, bow.y);

line(bow.x+bow.width/2, bow.y+bow.height/2, xValue, bow.y);

}

\*/