WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

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Goal of the Project:

In class 39, you learned how to end and reset the game.

In this project, you have to practice and apply what you have learned in the class. In this project, the kangaroo in the jungle game includes code to reset the game when the reset button is pressed. Additionally, try to add a win condition to the game.

** This is a continuation of Project 38, so make sure you complete that before doing this project. **

Story:

You have created the basic game for the kangaroo who is hungry and is eating all the tasty shrubs and plants in the jungle. Now help Joey to add end and reset game functionality.

Project Template Output	Project Expected Output

Getting Started:

1. Use the template on GitHub, available for download on this link.
2. Unzip this folder.
3. Rename the unzipped folder as **Project 39**.
4. Import this folder into **VS Code**.
5. Start coding in **sketch.js** file.

Specific Tasks to complete the Project:

Steps	Code Blocks
Step 1 Uncomment the correct block of code to reset the game when the reset button is clicked.	See code blocks below

```
/*function reset(){
  gameState = PLAY;
  gameOver.visible = true;
  restart.visible = true;
  kangaroo.visible = true;
  kangaroo.changeAnimation("running",
          kangaroo_running);
  obstaclesGroup.Each();
  shrubsGroup.destroyEach();
  score = 0;
}*/
```

```
/*function reset(){
  gameState = PLAY;
  gameOver.visible = false;
  restart.visible = false;
  kangaroo.visible = true;
  kangaroo.changeAnimation("running",
          kangaroo_running);
  obstaclesGroup.destroyEach();
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            kangaroo_running);
  obstaclesGroup.destroyEach();
  shrubsGroup.destroyEach();
  score = 0;
}*/
```

Step 2

Make sure the project works before you submit it.

Submitting the Project:

1. Upload your completed project to your GitHub account.
2. Create a new repository named "**Project 39**".
3. **Upload** working code to this GitHub repository.
4. Enable GitHub pages for the repository.
5. Copy the link to the GitHub pages link in the Student Dashboard.

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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