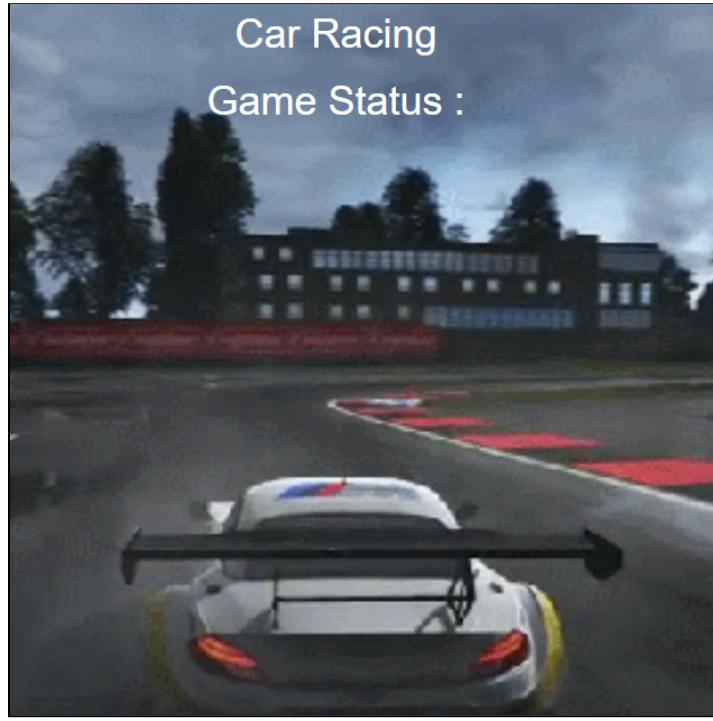


INSTRUCTIONS:**Goal of the Project:**

In Class 90, you learned about adding images to canvas and working with keyboard keys. So we will make a project around this concept. We will be making a racing game using canvas and JavaScript.

Story:

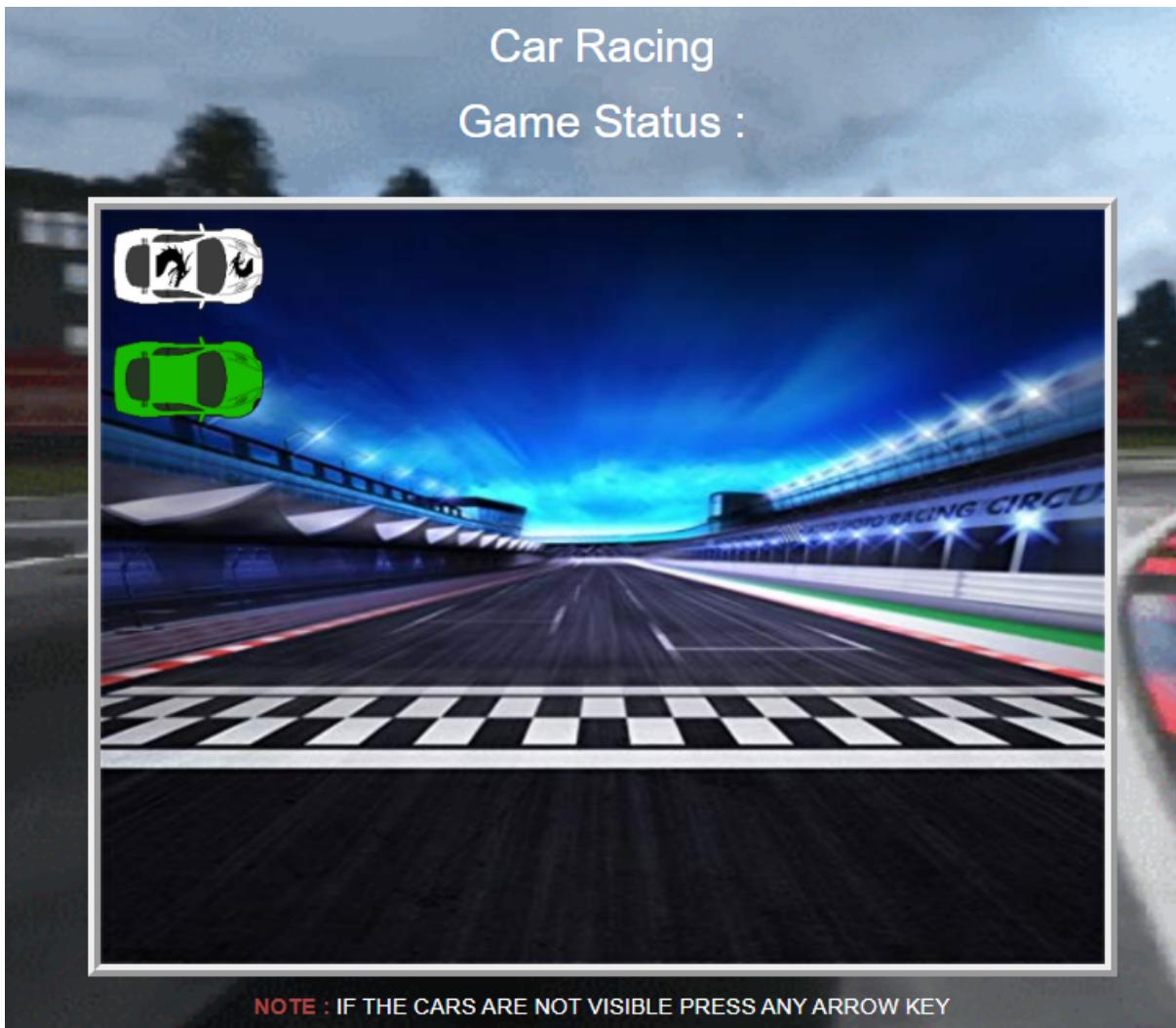
Robin is learning to code. He is feeling so excited that he has started attempting tutorials for Canvas. He has learned various new concepts in the class and thus wants to add a background image and two cars on the page using canvas. But there are a few errors in the code. He needs to debug the code to make the program run. Let us find out the errors and make the code run.

Initial Output

ADVANCED

CAR RACING GAME PART-1

Final Output



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

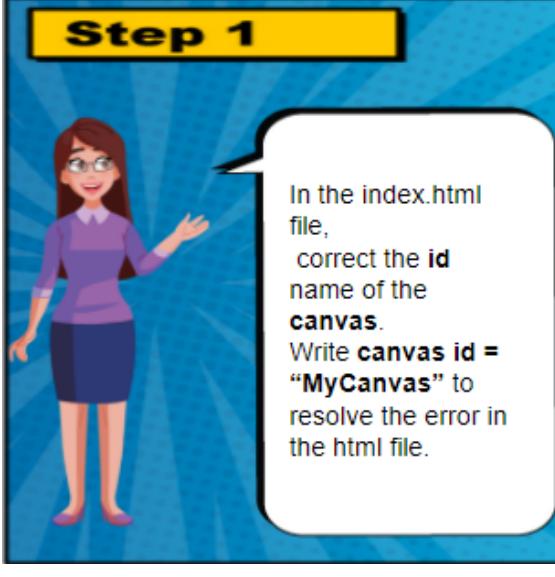
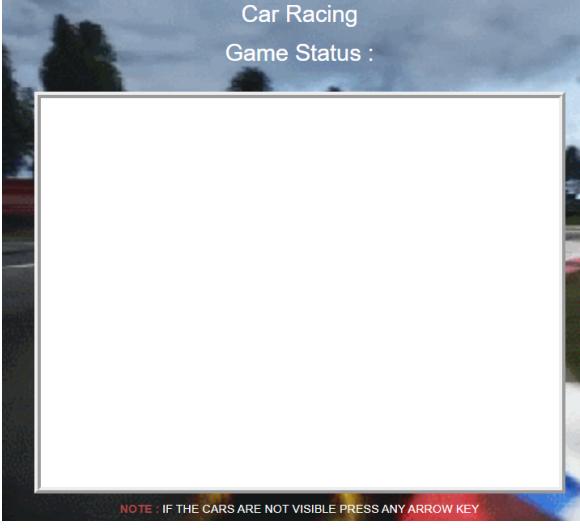
Getting Started:

1. Open **Visual Studio IDE** software.
2. Download the project template files: [Link](#)
3. Create a folder named **Project_90** on your local drive of the system.
4. Move the downloaded project template files to the folder created in step 3.
5. Open Visual Studio IDE and click on **File > Open Folder**, then browse and open the folder **Project_90** created in step 3.
6. Start editing the file named **C90_Student_Template.js**.
7. Install **Live-Server Extension** if not already installed.

*****NOTE*****

1. **Don't change the file names.**
2. **Debug the code to make the program run.**

Specific Tasks to complete the Project:

Task to be Done:	<p>Step 1</p>  <p>In the index.html file, correct the id name of the canvas. Write canvas id = "MyCanvas" to resolve the error in the html file.</p> <pre><center> <h1>Car Racing</h1> <h1>Game Status : </h1> <!-- Correct the id name of the canvas. Write: canvas id = "myCanvas" --> <canvas id="MyCanvas" width="800" height="600"> </canvas> <h4> <b class="text-danger">NOTE : IF THE CARS ARE NOT VISIBLE PRESS ANY ARROW KEY </h4> </center></pre>
Expected Output:	 <p>Car Racing</p> <p>Game Status :</p> <p>NOTE : IF THE CARS ARE NOT VISIBLE PRESS ANY ARROW KEY</p>

Task to be Done:

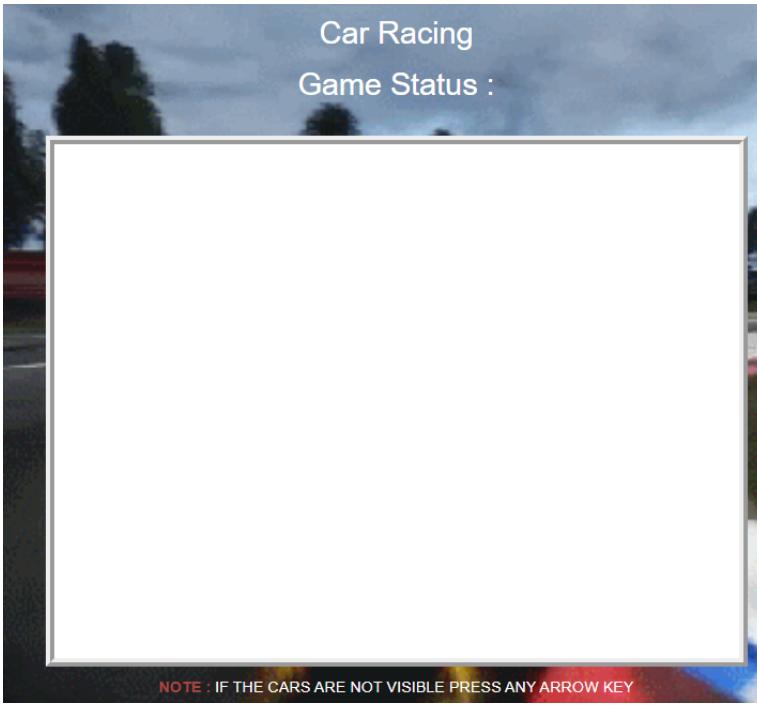
Step 2



Go to the file **C90_Student_Template.js**
Correct the function name **getcontext**.
Write:
canvas.getContext
Use a **2d** model thus, change the value **6d** as **2d**.
Write: **ctx = canvas.getContext("2d");**

```
canvas = document.getElementById('myCanvas')
/*
Correct the function name and use a 2d
context
*/
ctx = canvas.getContext("6d");

car1_width = 120;
car1_height = 70;
car1_image = "https://i.postimg.cc/9rqYz9HM/car1.png";
car1_x = 10;
car1_y = 10;
```

Expected Output:


Task to be Done:

Step 3



The car name is **car1** and in the code there are some errors. Please rectify the error and upload the correct car.

Write:
`car1_imgTag.onload = uploadcar1;`

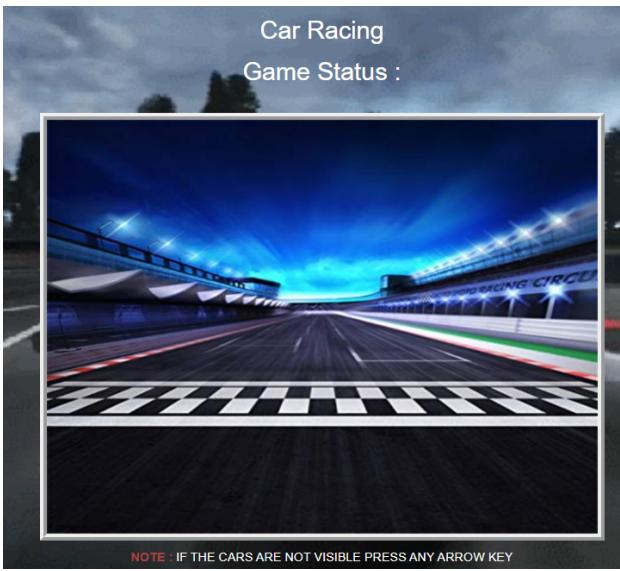
Load the correct car i.e. **car1**.

Write: `car1_imgTag.src = car1_image;`

```

car1_imgTag = new Image(); //defining a variable with a new image
/*
Upload the correct car
*/
car1_imgTag.onload = uploadcar; // setting a function, onloading this variable
/*
Assign a correct car_image variable
*/
car1_imgTag.src = car1_image; // load image

```

Expected Output:


Task to be Done:

Step 4



Write the correct function names i.e check whether there is one letter capital or small in the functions which you have written for drawing the car canvas.

For Car1:
`ctx.drawImage(car1_imgTag, car1_x, car1_y, car1_width, car1_height);`

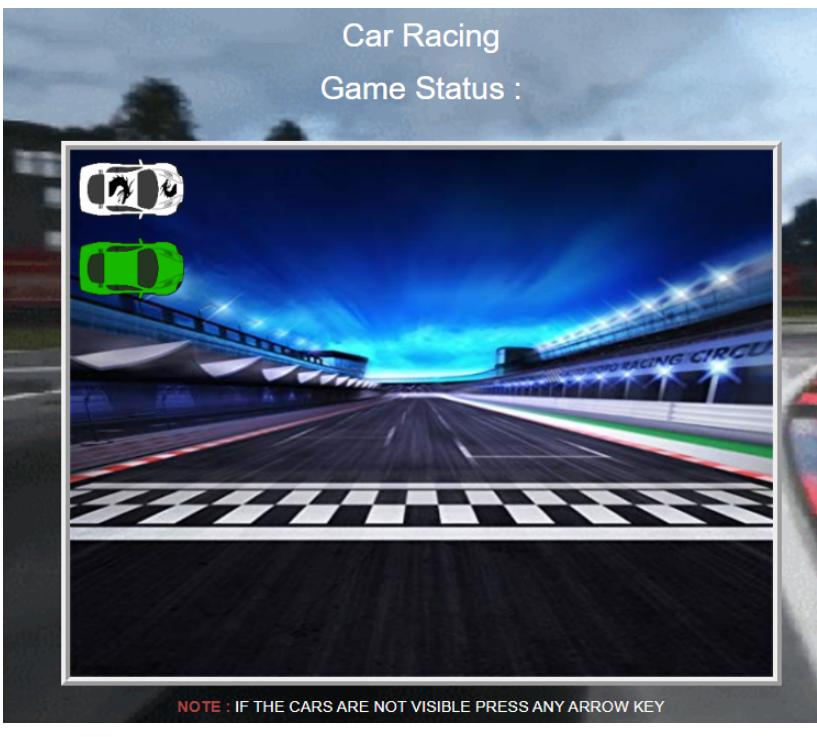
For Car2:
`ctx.drawImage(car2_imgTag, car2_x, car2_y, car2_width, car2_height);`

```

function uploadcar1() {
    /*
    Correct the function names
    */
    ctx.drawImage(car1_imgTag, car1_x,
    car1_y, car1_width, car1_height);
}

function uploadcar2() {
    /*
    Correct the function names
    */
    ctx.DrawImage(car2_imgTag, car2_x,
    car2_y, car2_width, car2_height);
}

```

Expected Output:


Car Racing
Game Status :

NOTE : IF THE CARS ARE NOT VISIBLE PRESS ANY ARROW KEY

Task to be Done:

Step 5



Save the changes made to the files and **Run** to check if the code is working correctly.

Submitting the Project:

1. **SAVE** all the changes made to the project.
2. To **host your code as a website**, upload the folder which you have created on **GitHub**. You can go through the steps to do this by clicking on this [link](#).
3. **Copy the hosted link** that you get after uploading all your files on **GitHub** and submit it on the **Student Dashboard > Projects** panel against the correct Class Number.

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

After submitting your project, the teacher will give you feedback on your project work.

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xxx

xxx