ADVANCED

CAR RACING GAME PART-1

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.

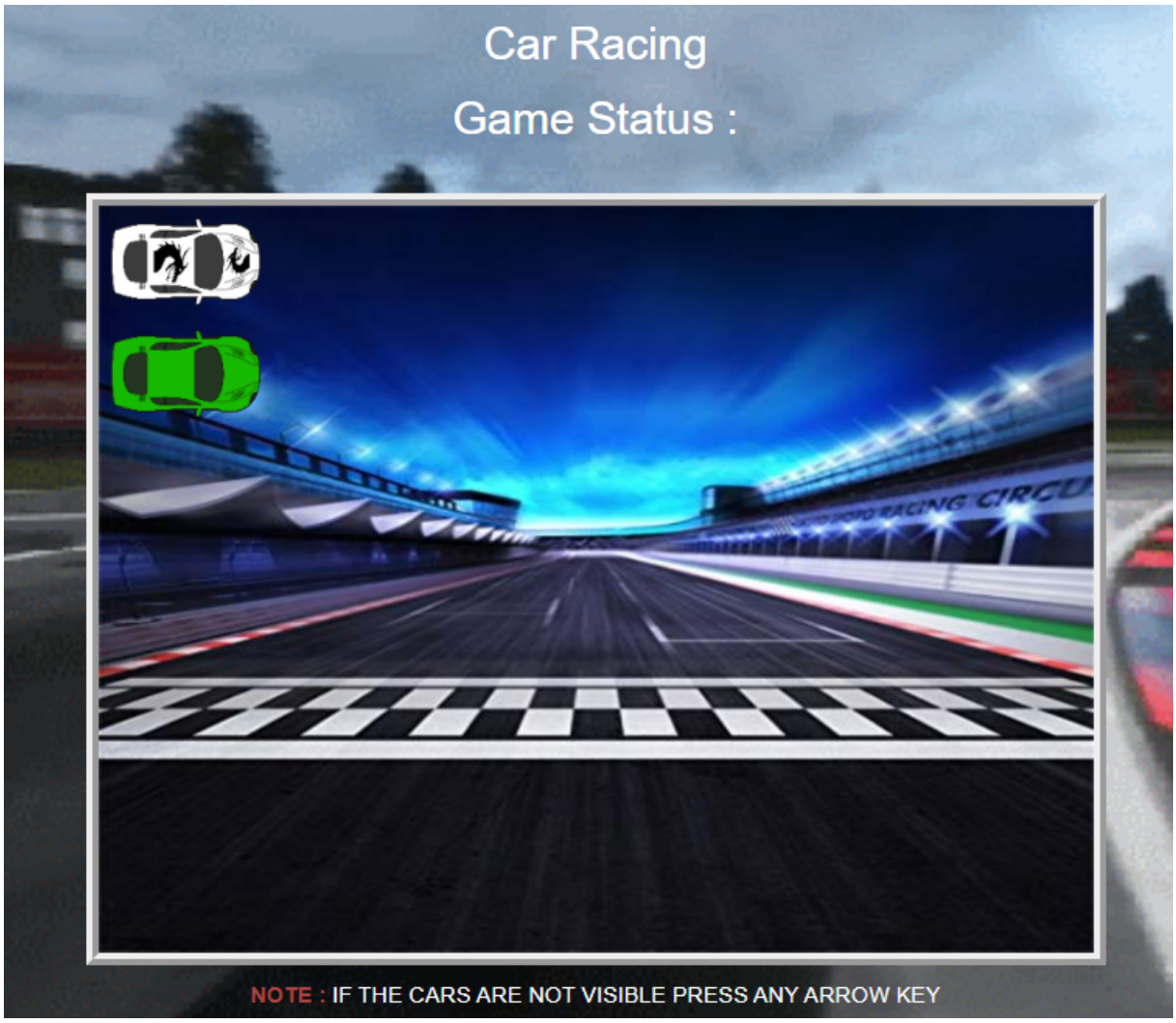
Story:

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.**

ADVANCED

CAR RACING GAME PART-1

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.

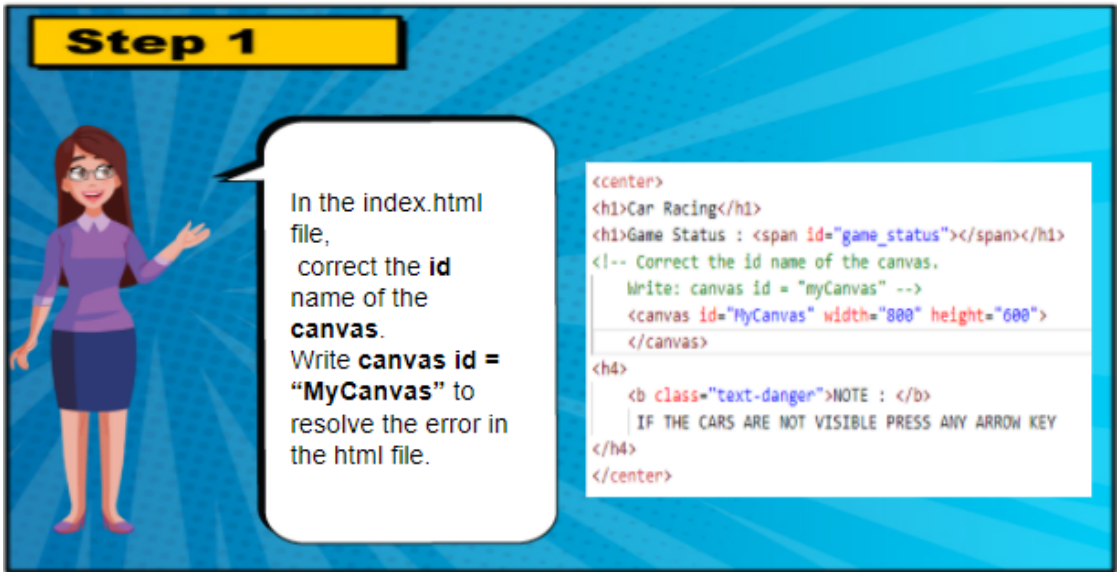
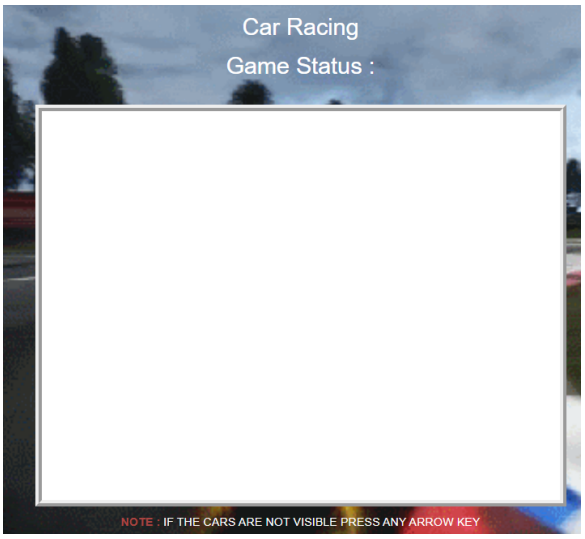
NOTE

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

ADVANCED

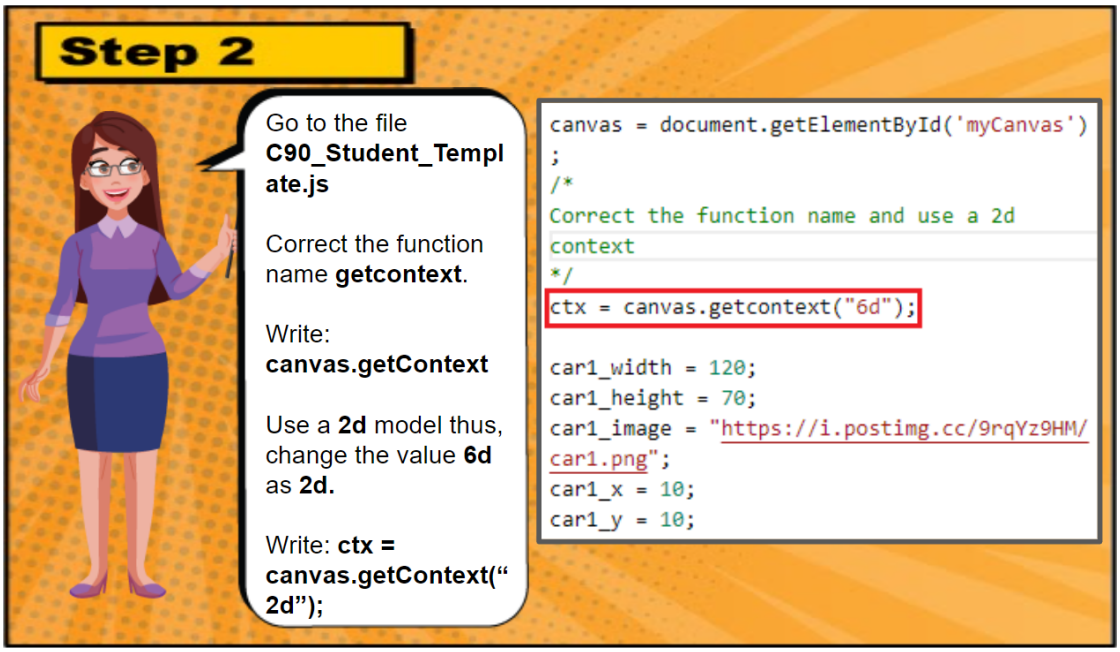
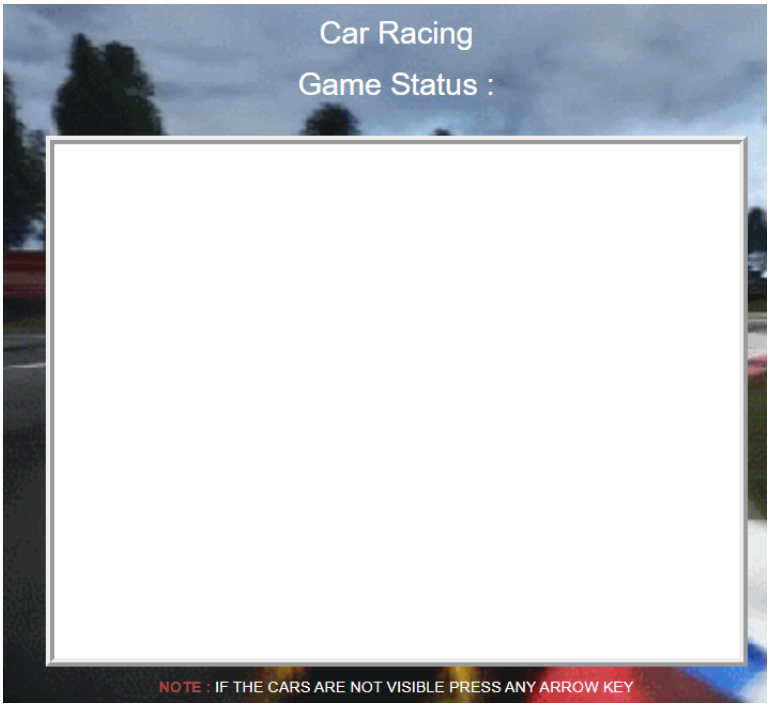
CAR RACING GAME PART-1

Specific Tasks to complete the Project:

Task to be Done:	
Expected Output:	

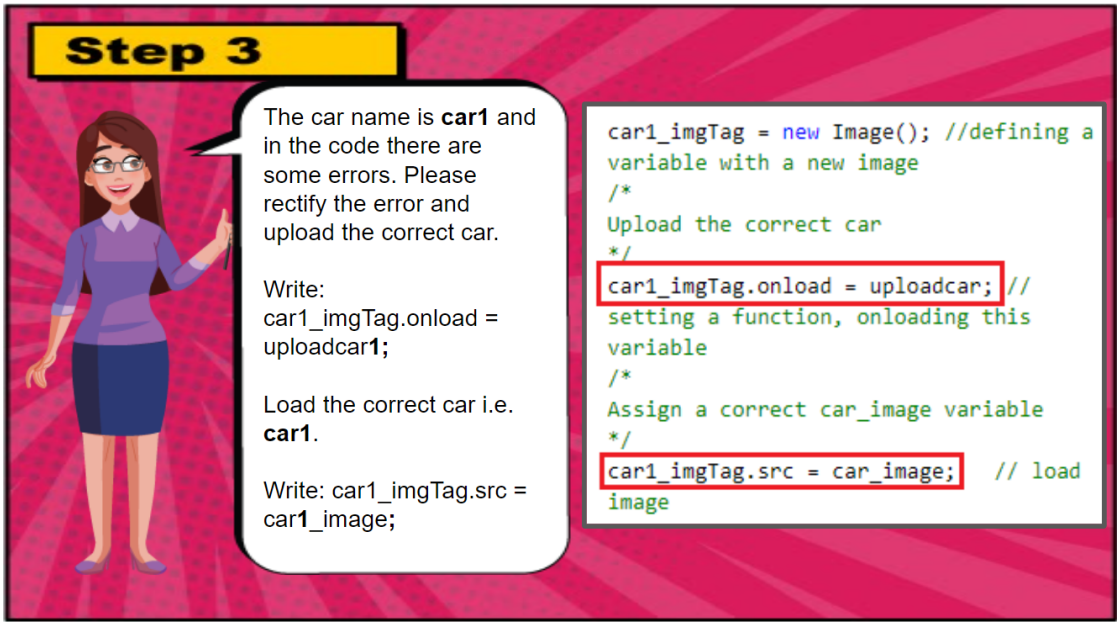
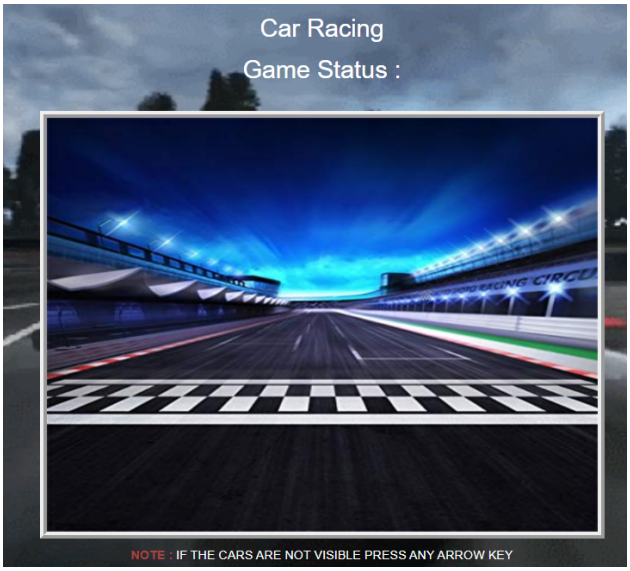
ADVANCED

CAR RACING GAME PART-1

Task to be Done:	
Expected Output:	

ADVANCED

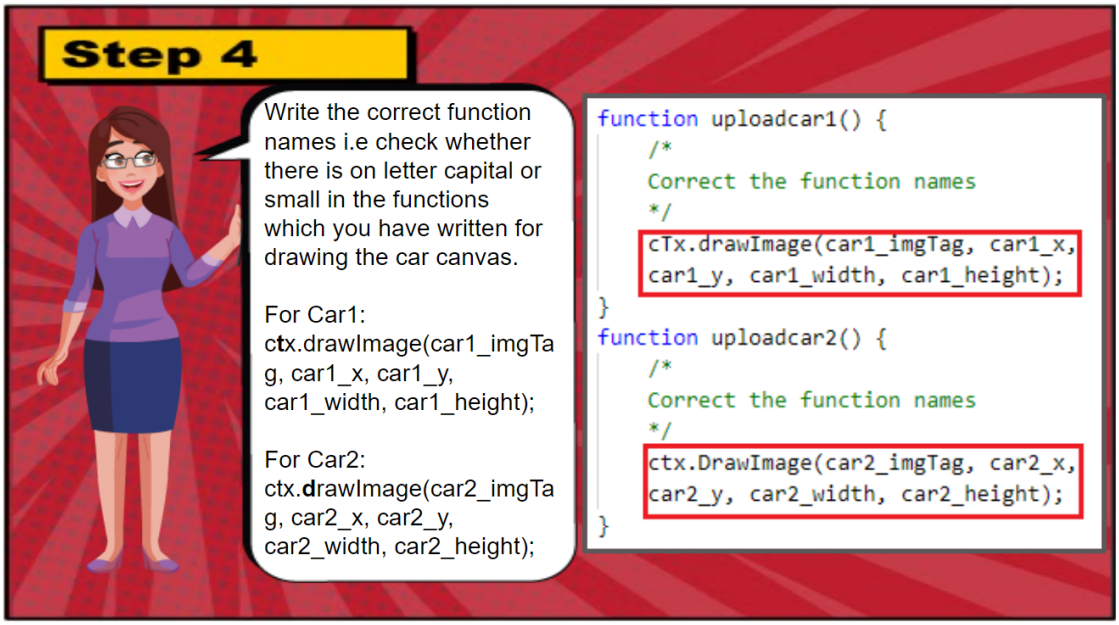
CAR RACING GAME PART-1

Task to be Done:	
Expected Output:	

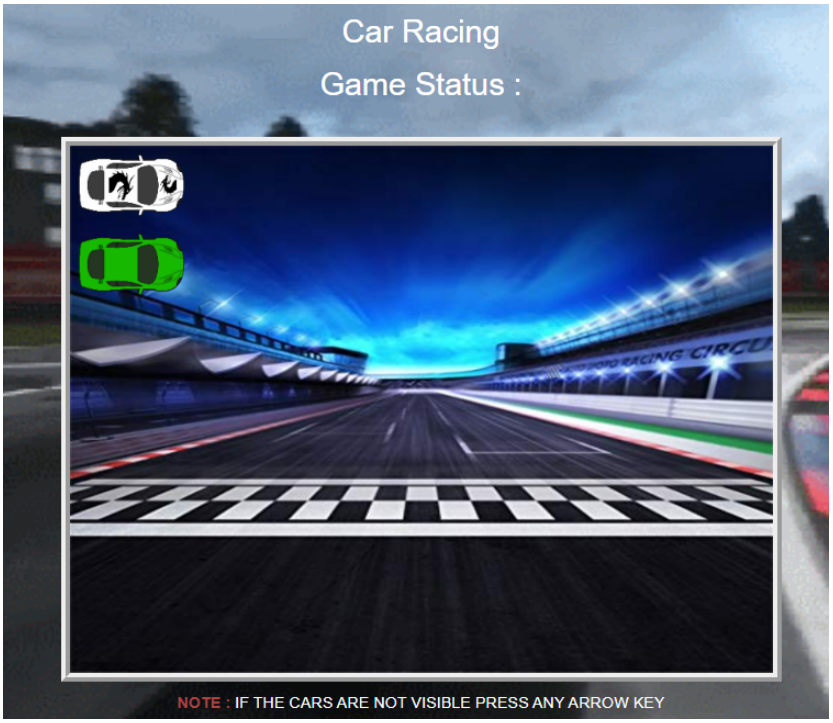
ADVANCED

CAR RACING GAME PART-1

Task to be Done:

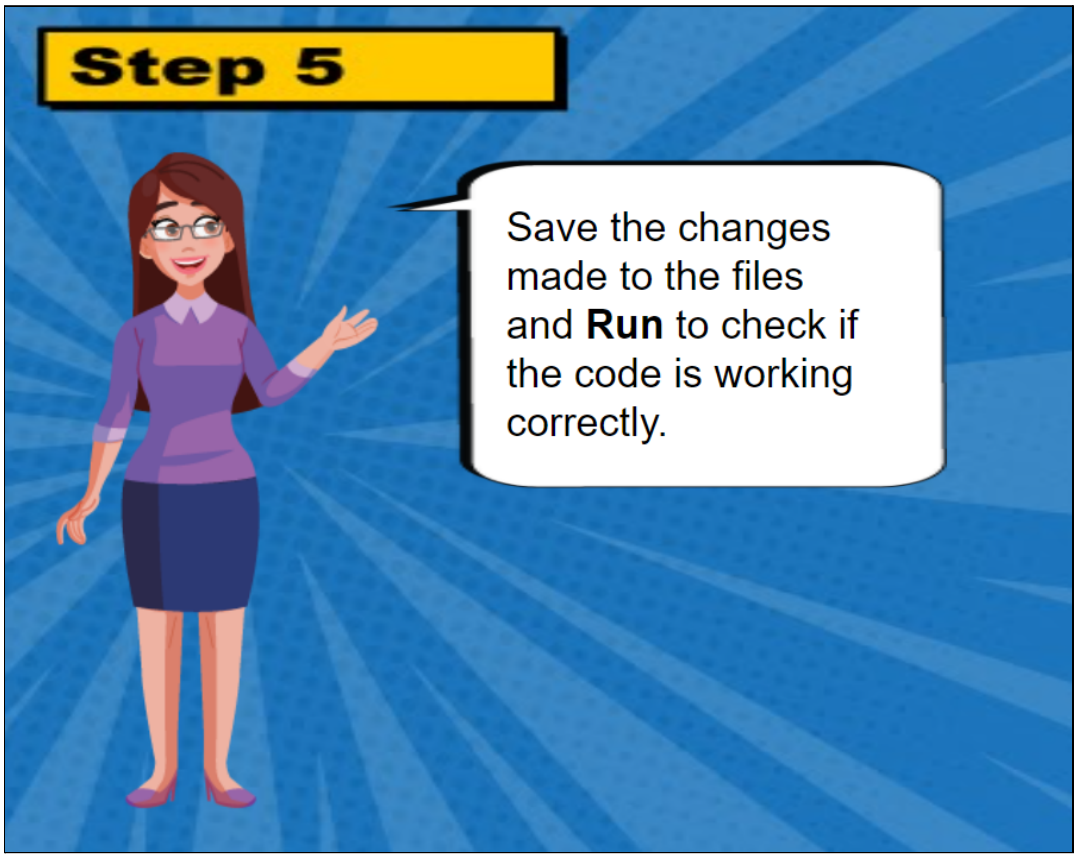


Expected Output:



ADVANCED

CAR RACING GAME PART-1

Task to be Done:	

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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