



What we did:

- Learn to indent the code correctly to make it more readable.
- Learn to identify an additional condition needed in the program to stop the T-Rex from jumping again while it is in the air.
- Created an invisible ground sprite to make the T-Rex run below the ground.

How we did it:

Step 1: Code Indentation— Leave a space after every meaningful line of code

```
1 //create a trex sprite
 2 var trex = createSprite(200,380,20,50);
3 trex.setAnimation("trex");
 5 //scale and position the trex
 6 trex.scale = 0.5;
7 trex v = 50:
 9 //create a ground sprite
10 var ground = createSprite(200, 380, 400, 20);
11 ground.setAnimation("ground2");
12 ground.x = ground.width /2:
13
14 function draw() {
15 //set background to white
16 background("white");
17
18 ground.velocityX = -2;
19 console.log(ground.x);
21 - 1† (ground.x < 0){
22 ground.x = ground.width/2;
24
25 //jump when the space key is pressed
26 - if(keyDown("space")){
27 trex.velocityY = -10;
28 }
30 //add gravity
31 trex.velocityY = trex.velocityY + 0.8;
```



Leave an even space after every instruction contained inside another block of code.

```
14 - function draw() {
15 //set background to white
      background("white");
16
17
18
      ground.velocityX = -2;
19
      console.log(ground.x);
20
21 -
      if (ground.x < 0){
22
      ground.x = ground.width/2;
23
24
25
      //jump when the space key is pressed
26 -
      if(keyDown("space")){
27
      trex.velocityY = -10;
28
      }
29
30
      //add gravity
      trex.velocityY = trex.velocityY + 0.8;
31
32
      //stop trex from falling down
33
34
      trex.collide(ground);
35
      drawSprites();
36
```

Step 2: Fix bugs

Bug 1: The dinosaur is running above the ground

Let us create an invisible ground sprite just below the actual ground sprite

```
9 //create a ground sprite
10 var ground = createSprite(200,380,400,20);
11 ground.setAnimation("ground2");
12 ground.x = ground.width /2;
13
14 var invisibleGround = createSprite(200,385,400,5);
15 j
16 function draw() {
17 //set background to white
18 background("white");
```

Instead of supporting the T-Rex on the ground, collide it with the invisible ground.



```
16 - function draw() {
      //set background to white
background("white");
17
18
19
20
      ground.velocityX = -2;
21
22
      console.log(ground.x);
23
24 -
      if (ground.x < 0){
25
        ground.x = ground.width/2;
26
27
      //jump when the space key is pressed
28
29 -
      if(keyDown("space")){
30
        trex.velocityY = -10;
31
32
33
      //add gravity
34
      trex.velocityY = trex.velocityY + 0.8;
35
      //stop trex from falling down
36
37
      trex.collide(invisibleGround);
38
39
      drawSprites();
40
41
```

Step 3:

Add the following line of code anywhere outside the function draw() and after creating the invisibleGround Sprite:

invisibleGround.visible = false;



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Step 4:

Bug 2: The Trex jumps even when it is in the air!

Add an additional condition inside the IF block where we make the T_Rex jump only when it is on the ground.

```
28
     //jump when the space key is pressed
29
30 -
      if(keyDown("space") && trex.y >= 359){
        trex.velocityY = -10;
31
32
33
34
      //add gravity
      trex.velocityY = trex.velocityY + 0.8;
35
36
      //stop trex from falling down
37
38
      trex.collide(invisibleGround);
39
      drawSprites();
40
```

What's next?:

Creating floating clouds at different heights.