

M256 Computer Programming

Jumping Bird Exercise

Setup: From the O: drive, copy the entire folder “*Jumping Bird*” into your Canvas folder. This folder includes the file *JumpingBird.html* which you will edit, as well as various picture files that you will use.

Task #1: Background

Get the background image to appear on your screen. Since this is not a scrolling background, you do not need to use a class for it – instead, you can just add code in your `gameDraw()` method to draw the background image on the screen.

Task #2: Bird Class

The skeleton of `birdClass` has been provided for you. First, complete this class by filling in code at the indicated places. Next, instantiate a bird object and show it on the screen. Experiment with the hard-coded values in the constructor until your bird “looks right” on the screen.

Task #3: Making the bird jump / simulating gravity

We will do this together as a class.

Task #4: Pebble Class

The skeleton of `pebbleClass` has been provided for you. First, complete this class by filling in code at the indicated places. Next, instantiate a pebble object and write code to have it update & draw itself. We will work on this part together as a class.

Task #5: Bird shooting pebbles

We will do this together as a class.