PROFESSIONAL

EPIC ARCHERY STAGE 2

INSTRUCTIONS:

Goal of the Project:

In Class 23, you have learned how to create a cannonball and set angles for cannonballs and cannon. In this project, you will create bows for the player and change the player bow's angle with arrow keys. Plus, shoot the arrow on pressing a space key.

* This is a continuation of Project-23; make sure you have completed and submitted that before attempting this one.

Story:

Archery is one of the oldest arts which is still practiced. After reading the information about Archery in a book, your friend Georgie wants to play Archery. To give him a virtual experience, you want to use your coding expertise and physics engine concepts to create an Archery game for him.

Can you allow him to set the angle of the bow using arrow keys? Also, create an arrow and shoot towards the target.

Project Template Output

PROFESSIONAL

EPIC ARCHERY STAGE 2

WhiteHat Jr
Live Online Coding for Kids

Project Expected Output

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

Getting Started:

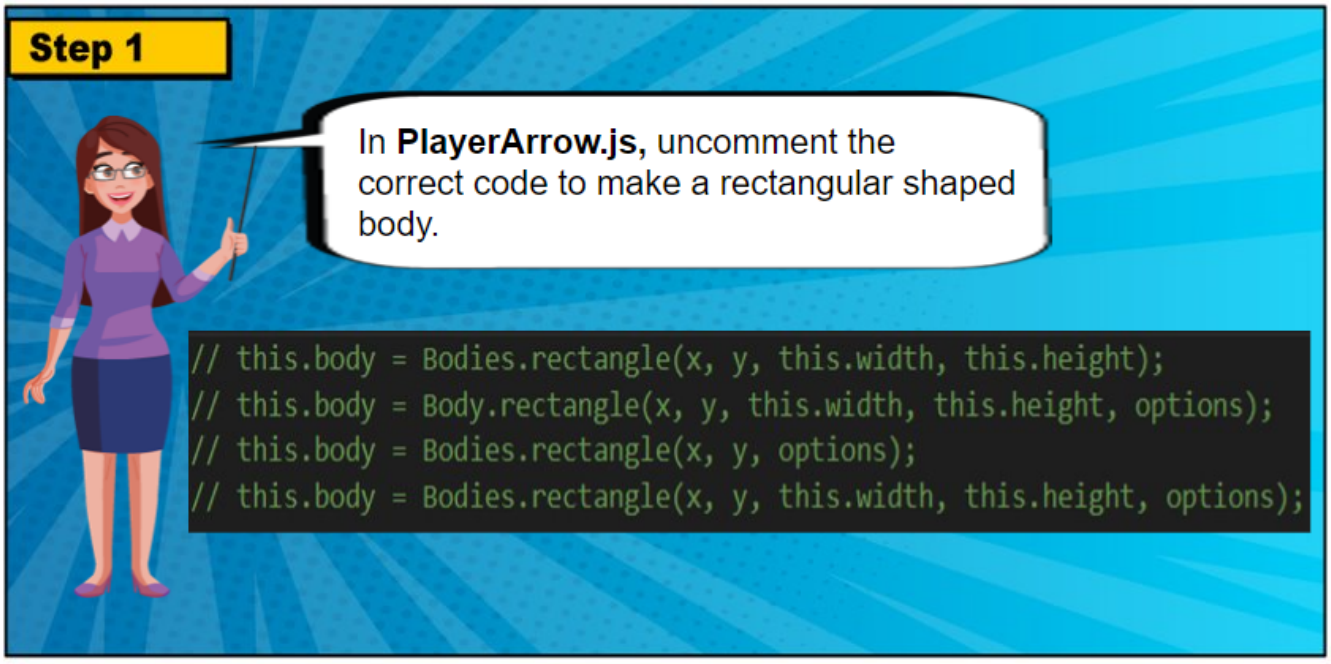
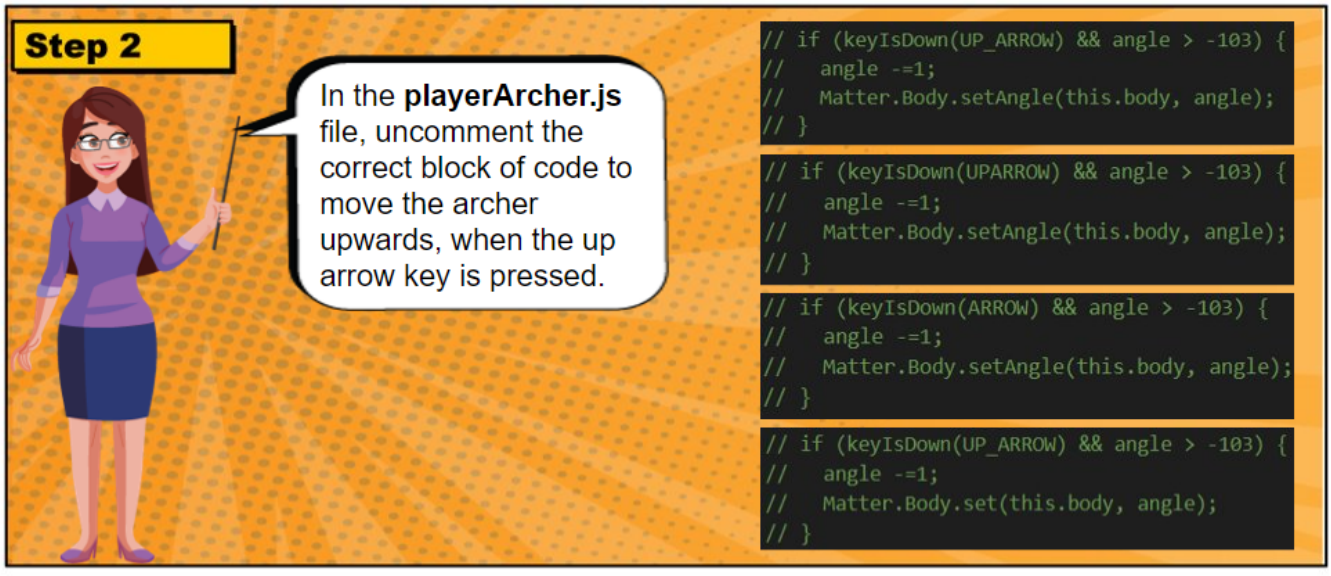
1. Download the template from this link.
2. UnZip the folder and rename it as **Project 23**.
3. **Import** this folder **into VS Code**.
4. Start editing your code in **sketch.js**.

PROFESSIONAL

EPIC ARCHERY STAGE 2

WhiteHat Jr
Live Online Coding for Kids

Specific Tasks to complete the Project:

Things to do



PROFESSIONAL

EPIC ARCHERY STAGE 2

PROFESSIONAL

EPIC ARCHERY STAGE 2

Submitting the Project:

1. Upload your completed project to your own GitHub account.
2. Create a new repository named **Project 23**.
3. **Upload** your project code to this GitHub repository.
4. Submit the published link of the project 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.

———— xxx ———— xxx ———— xxx ———— xxx ———— xxx ————