PROFESSIONAL

TREASURE HUNT

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

In Class 43, you have learned about the Game Design Elements which make games fun and engaging for players.

In this project, you will be implementing some new concepts to create a puzzle that unlocks the treasure when solved. This project will help you explore many new functionalities in p5.js to make your games even more addictive.

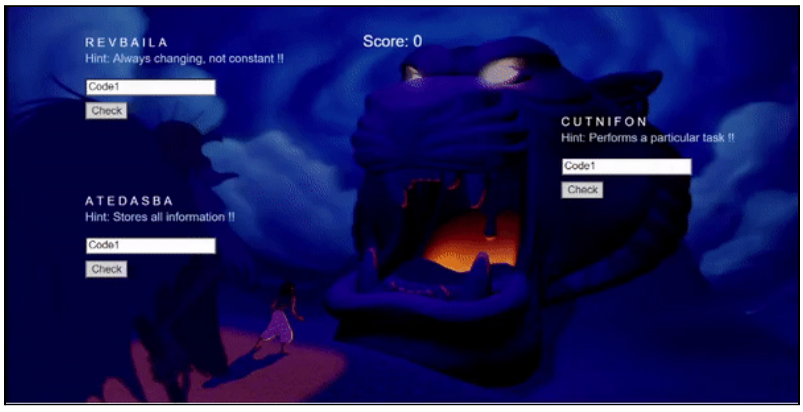
Story:

Ali is an adventurer and on the lookout for treasure. After years of research, he has found a cave where he knows there are many jewels, coins, and innumerable treasures. Ali must unlock the cave so that he can get to the treasure.

The cave guardian asks him 3 questions that he has to get correct to pass. He has been given scrambled words as clues too. But the questions are all about coding, something he has no idea about.

We know you are good at coding. Can you help Ali get past the guardian and enter the cave?

Here is a video of this in action.



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

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Getting Started:

1. Download the template from GitHub.
2. **Unzip** this folder.
3. Rename the unzipped folder to **Project 43.**
4. **Import** this folder **into VS Code**.
5. Start editing your code in **sketch.js**.

Specific Tasks to complete the Project:

In this project, you have been given a few parts of the solution. You need to complete the following specific tasks.

1. Code for displaying the first clue is already added in the file **Code.js** of the project template. As shown below:

```
function clues() {

    fill("white")
    textSize(15)
    text("R E V B A I L A", 100,50)
    fill("lightblue")
    text("Hint: Always changing, not constant !!", 100,70)
// add code for displaying rest of the names and the hints.


}
```

2. Now you have to complete the code to display the rest of the input boxes. The clues are **ATADASBA** and **CUTNIFON**.
3. Write the code to do what happens when the third **Check** button is pressed.
4. The code for the first and second buttons are given to you in **Security.js** as shown below:

```
    display(){

        this.button1.mousePressed(() => {
            if(system.authenticate(accessCode1,this.access1.value())){
                this.button1.hide();
                this.access1.hide();
                score++;
            }
        });

        this.button2.mousePressed(() => {
            if(system.authenticate(accessCode2,this.access2.value())){
                this.button2.hide();
                this.access2.hide();
                score++;
            }
        });
//add code for what happens when the third button is pressed


    }
}
```

5. If Ali gets all three answers right, authenticate the answers in **System.js**.
6. Load the **Treasure** image background and display it if all the answers are correct. ***Check hints.***
7. Check for comments in the code and make sure to complete them.

*Refer to the images given above for reference.

Submitting the Project:

1. **Upload** your completed project to your own GitHub account.
2. Enable **GitHub** pages for the repository.
3. Copy and paste the link to the GitHub pages in the Student Dashboard against the correct class number.

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Hints for the project:

1. For the code to return true if the answer entered is correct and false if the answer entered is wrong; write the code as shown below:

```
if(actualCode === enteredCode.toUpperCase())
    return true
else
    return false
```

2. Change the background and display **Treasure Unlocked** if Ali gets all three right using the following:

```
if(score === 3) {
  clear()
  background(bg2)
  fill("black")
  textSize(40);
  text("TREASURE UNLOCKED",250, 200);
}
```

Remember to load the second background image.

REMEMBER.. Programming a computer teaches you how to THINK.
After submitting your project your teacher will send you feedback on your work.

——————— **XXX** ——————— **XXX** ——————— **XXX** ——————— **XXX** ——————— **XXX** ———————