**Link for the TREX game:**

**https://editor.p5js.org/whitehatjr/present/ePJrHCACM**

**Class9:**

0 - left

1 - right

2 - top

3 – bottom

Edges[3]

**ground = createSprite(200,180,600,20);**

**Class10:**

**//creating invisible ground**

**invisibleGround = createSprite(200,190,400,10);**

**invisibleGround.visible = false;**

**//jump when the space key is pressed**

**if(keyDown("space") && trex.y >= 100)**

**{**

**trex.velocityY = -10;**

**}**

**//stop trex from falling down**

**trex.collide(invisibleGround);**

**Class11:**

**https://editor.p5js.org/golanig.komal/sketches/UKZogcLxL**

**background(100);**

**Delete background from setup and lower the value to get darker background.**

**Class12:**

**score = score + Math.round(getFrameRate()/60);**

**Class14:**

**Below code add to if PLAY section.**

**gameOver.visible = false**

**restart.visible = false**

//we add visible = false, so that gameover and restart image shouldnot display during play state .It should get displayed only when it reaches end.

gameOver.visible = false;

restart.visible = false;

//we add visible = true,so that image should display only when it reaches end state.

gameOver.visible = true;

restart.visible = true;