# Bunny Walker

Score:0
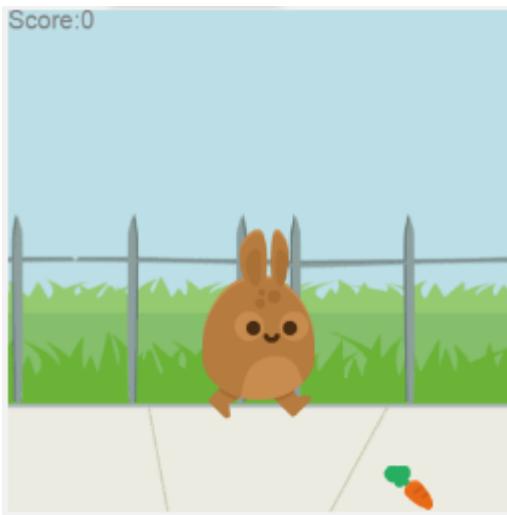
This game has a scrolling background.

The bunny can move up and down on the screen (only on the sidewalk).

The bunny gets a point for every carrot they pick up.

You will need three animations:

| carrot_1 | bunny1_1 | park_view_1 |

The first two sprites are for the scrolling background:

```
1   //The two screens needed for scrolling
2   var frame1 = createSprite(200, 200) →;
3   frame1.velocityX = -3;
4   frame1.setAnimation(▼ "park_view_1");
5
6   //Screen 2 starts 400 to the right
7   var frame2 = createSprite(600, 200) →;
8   frame2.velocityX = -3;
9   frame2.setAnimation(▼ "park_view_1");
10
```

Then, we need the bunny and the carrot:

```
11   // Our bunny!
12   var bunny = createSprite(200, 250) →;
13   bunny.scale = 0.75;
14   bunny.setAnimation(▼ "bunny1_1");
15
16   // The carrot, our bunny tries to catch it
17   var carrot = createSprite(500, 380) →;
18   carrot.setAnimation(▼ "carrot_1");
19   carrot.velocityX = -3;
20   carrot.scale = 0.5;
21
22   // The counter for the score
23   var score = 0;
24
```

Start your draw loop:

- The first part handles the two screens slowly moving off the screen and replacing each other.

```
25   function draw() {→
26       drawSprites();
27
28       // Move the frames to scroll
29       if ( frame1.x < -200 ) {
30           frame1.x = 600;
31       }                    +
32       if ( frame2.x < -200 ) {
33           frame2.x = 600;
34       }                    +
35
```

<mark>RUN YOUR CODE</mark>. Does it scroll?

Make your bunny move up and down:

```
35
36    //Allow the bunny to move up and down
37    if ( keyDown(▼ "w") && bunny.y >= 270 ) {
38        bunny.y -= 10;
39    }    +
40    if ( keyDown(▼ "s") && (bunny.y) <= 380 ) {
41        bunny.y += 10;
42    }    +
```

- Does the bunny move up and down?
- Does it stay on the sidewalk?

If the carrot goes off the screen, decease the score and respawn it:

```
44    //Respawn the carrot when it goes off the screen
45    if ( carrot.x < -5 ) {
46        carrot.x = 450;
47        carrot.y = randomNumber(295, 405);
48        score--;
49    }    +
```

If the bunny gets the carrot, increase the score and respawn it:

```
51    //increase the score if carrot is caught
52    //respawn the carrot
53    if ( bunny.isTouching(carrot) ) {
54        score++;
55        carrot.x = 450;
56        carrot.y = randomNumber(295, 405);
57    }    +
```

Update the score on the screen:

```
59    // show the score on the screen
60    textSize(20);
61    text("Score:" + score, 0, 15);
62    }
```

- Does the score increase if the bunny catches it?
- Does the score decrease if the bunny misses it?
- Does the carrot respawn?