<https://code.whitehatjr.com/s/dashboard?jwt_token=eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJ0b2tlblZlcnNpb24iOm51bGwsImlkIjoiOTM5OGNkMzEtYjY1MS00NTQ4LWI0MWMtYjJmZmMzZDk3NGM3IiwidG9rZW5UeXBlIjoiYXV0b19sb2dpbl90b2tlbiIsImV4cCI6MTYxODUwNTI1NiwiaWF0IjoxNjE4NDk0NDU2fQ.21ez4v4yPBXPbFAb3p8QBHtZVMBhNsmFAH-xX5vcBco>

HelpDesk [02248933955](tel:02248933955)

<https://editor.p5js.org/savita2205bomanalli/sketches/EY5avPDKg>

var pin1,pin2,pin3,pin4,pin5,pin6

background=("white")

pin1=createSprite(200,300,20,20);

pin2=createSprite(180,320,20,20);

pin3=createSprite(220,320,20,20);

pin4=createSprite(160,340,20,20);

pin5=createSprite(200,340,20,20);

pin6=createSprite(240,340,20,20);

25/4/21

sofia in land game

// creating the game object

var sofia = createSprite( 20,25,18,18);

sofia.shapeColor="orange";

// creating the maze

var cardboard1 = createSprite(10,70,100,20);

cardboard1.shapeColor = "brown";

var cardboard2 = createSprite(100,50,20,100);

cardboard2.shapeColor = "brown";

var cardboard3 = createSprite(80,130,100,20);

cardboard3.shapeColor = "brown";

var cardboard4 = createSprite(50,250,20,100);

cardboard4.shapeColor = "brown";

var target=createSprite(395,375,10,50);

target.shapeColor = "yellow";

function draw() {

//setting the background color to white

background("pink");

}

sofia.velocityX=0;

sofia.velocityY=0;

if (sofia.bounce(target))

{

textSize(40);

stroke ("red");

text ("you win",200,200);

}

stroke (rgb(128,128,128));

if (keyDown("UP\_ARROW")) {

sofia.velocityX=0;

sofia.velocityY=-4;

}

if (keyDown("DOWN\_ARROW")) {

sofia.velocityX=0;

sofia.velocityY=4;

}

if (keyDown("RIGHT\_ARROW")) {

sofia.velocityX=0;

sofia.velocityY=-4;

}

if (keyDown("LEFT\_ARROW")) {

sofia.velocityX=0;

sofia.velocityX=4;

}

sofia.bounceOff(cardboard1);

sofia.bounceOff(cardboard2);

sofia.bounceOff(cardboard3);

sofia.bounceOff(cardboard4);

sofia.collide(target);

createEdgeSprites();

sofia.bounceOff(edges);

textSize(19);

textFont("Helvetica");

text("Cup", 360, 340);

textSize(19);

text("Sofia",30,43);

drawSprites();

https://studio.code.org/projects/gamelab/zCNlpjdnVndtYX-RxoFy3kPPgKY1W1qtbLsUzicAz64

<https://studio.code.org/projects/gamelab/4cQN4qSq9bPq3BEJjCKDlFVIwlzaSH9biB8g5vADjRE>

https://studio.code.org/projects/gamelab/Ts1KNDKLeMgWksbeII3ZFfM5bXS6UR5lw2eillxpDqQ/edit

<https://studio.code.org/projects/gamelab/gnKOmMSMoHSWodAq1L-9Sh6BiEwwvCHMInosMuAnXrY/edit>

<https://studio.code.org/projects/gamelab/jOWC7NA6ZOwbo8oJhX4bn1SfYzlv4Ct6bUgago1dza4>

<https://editor.p5js.org/savita2205bomanalli/sketches/dn-hdJBCn>

https://studio.code.org/projects/gamelab/D8iukpZYFAPuttOyP4eV-IKGnXhYRWAVz7SEjs02OPQ/edit

leaser1 = createSprite(100,0,200,5);{

"var" leaser1.shape "Color" "red";

leaser1.velocityY = 2;

"var" leaser2. createSprite(100,0,200,5);

var leaser2.shape Color "red";

leaser2.velocityY = 2;

//make the leaser1 move without the mouse's y position

leaser1.y = World.mouseY;

//make the leaser2 move without the mouse's y position

leaser2.y = World.mouseY;}

function draw() {

var thief = createSprite(20,390,18,18);

thief.shapeColor = "black";

var teasure = createSprite(380, 25,16,16);

teasure.shapeColor = "orange";

if (keyDown("UP\_ARROW")) {

thief.velocityX=2;

thief.velocityY=0;

}

if (keyDown(DOWN\_ARROW)) {

thief.velocityX=-2;

thief.velocityY=0;

}

if (keyDown(LEFT\_ARROW)) {

thief.velocityX= 0;

thief.velocityY=-2;

}

if (keyDown(RIGHT\_ARROW)) {

thief.velocityX=0;

thief.velocityY=2;

}

if(laser1.isTouching(thief)|| laser2.is touching(thief)){

stroke(0);

fill(0);

textsize(24);

text ("Thief is caught",120,200);

laser1.setvelocity(0,0);

laser2.setvelocity(0,0);

thief.setvelocity (0,0);

}

//create theteball, playerPaddle and computerPaddle as sprite objects

var ball = createSprite(200,200,25,10);

var playerPaddle = createSprite(380,200,10,70);

function draw() {

}

}