

INSTRUCTIONS:

Goal of the Project:

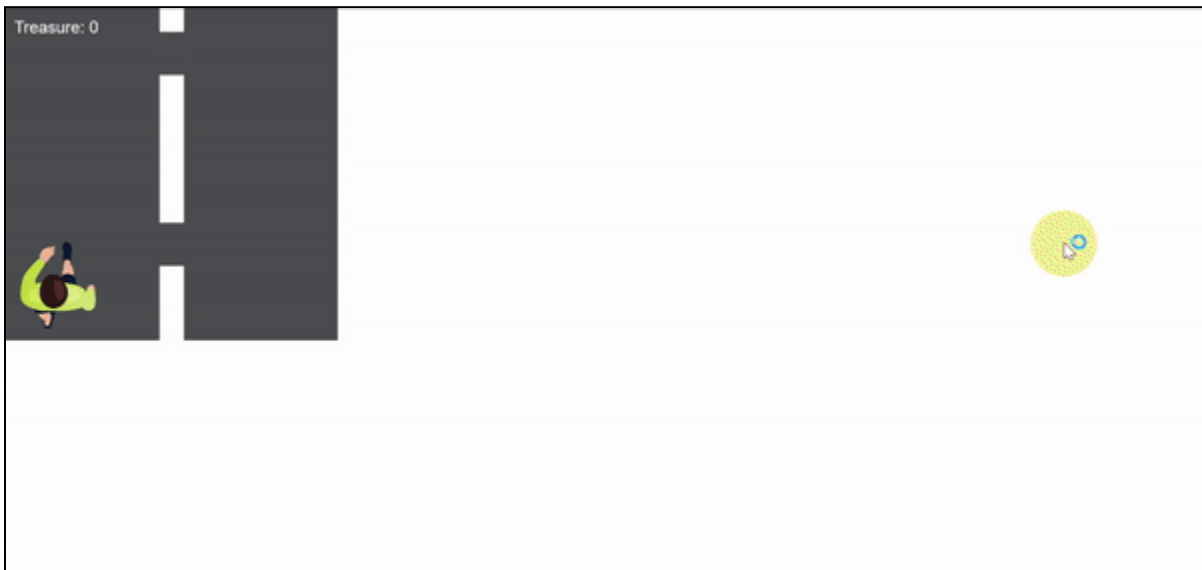
In class 18, you learned how to make your Trex Runner game compatible across devices by changing the window size and object dimensions to publish your app on Play Store.

In this project, you will revise the concepts by making the **Collecting Treasure** game device compatible, which you created for Project 15.

Story:

You shared the game created by you, “Collecting Treasure”, with your friends to play. But when they try to play it on mobile, half the game is not visible. They have given you feedback to make changes in the game to fit into all the screens.

Project Template Output

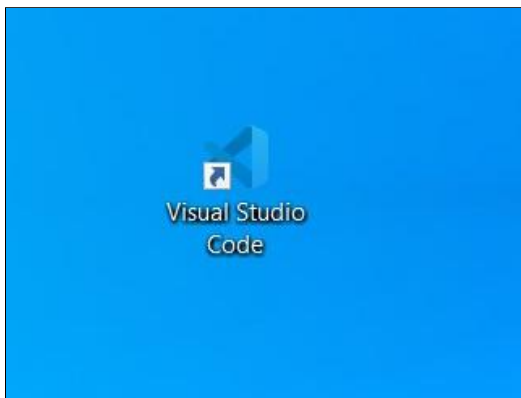


Project Expected Output

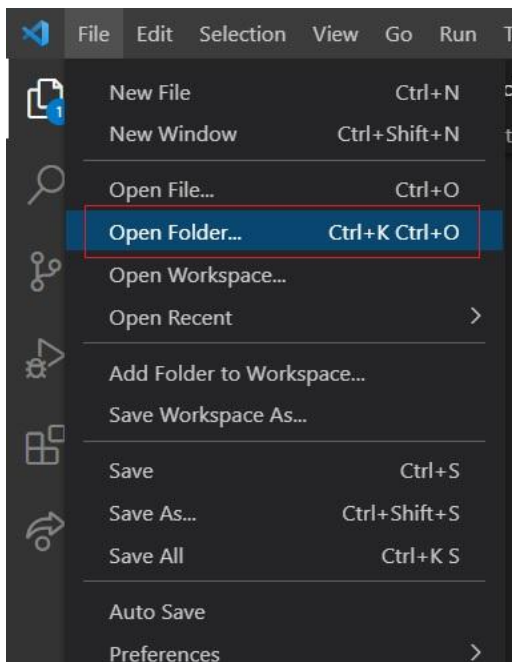


Getting Started:

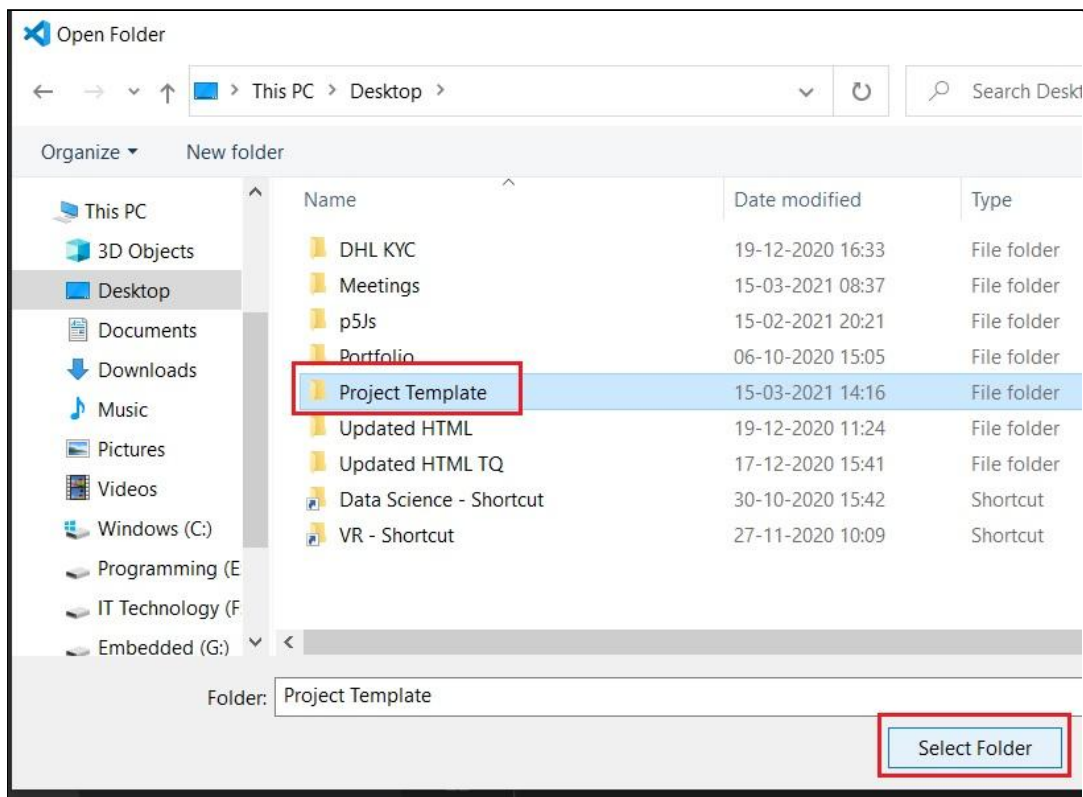
1. Click on the following link: [Project Template](#).
2. Download the zipped folder.
3. Unzip the folder and save as **Project 18**.
4. Open VS code editor.



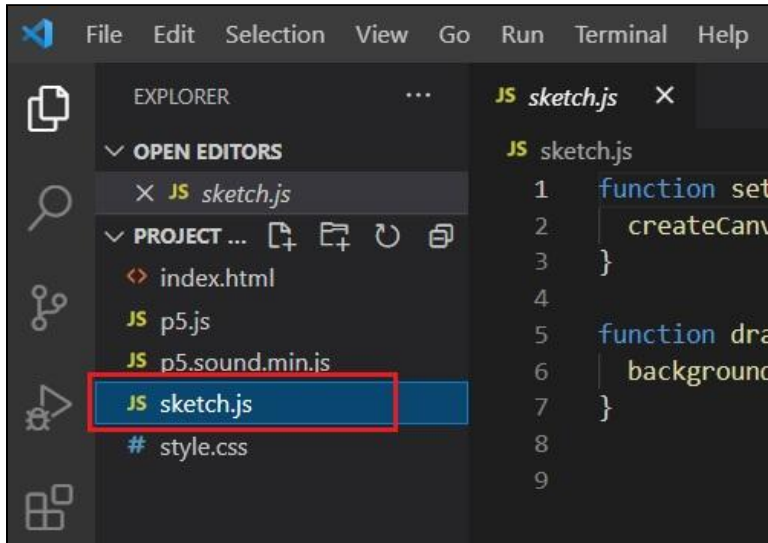
5. Click on "File".
6. Click on "Open Folder".



7. Select your Project Template folder/Project18.




8. Start writing code in the **sketch.js** file.



9. Click on “**Save**” under the **File** menu to save your project or **Command+s** on Mac and **CTRL+s** on Windows systems.

Specific tasks to complete the project :

Things to do	Expected Output / Code Blocks
<p>Step 1</p> <p>In sketch.js, uncomment the correct code block to create a canvas that fits the size of the computer window.</p> <pre> // createCanvas(window,window); // createCanvas(windowWidth,windowHeight); // createCanvas(width,height); // createCanvas(200,200); </pre>	

Step 2

In **sketch.js**, uncomment the correct **if** block to reset the background path infinitely on the **y-axis**.

```
// if(path.x > height ){  
//   path.x = height/2;  
// }
```

```
// if(path.y > height ){  
//   path.x = height/2;  
// }
```

```
// if(path.x > height ){  
//   path.y = height;  
// }
```

```
// if(path.y > height ){  
//   path.y = height/2;  
// }
```

Step 3

Make sure your project works before you submit it.

Submitting the Project:

1. **Upload** your completed project to your **GitHub** account.
2. Enable **GitHub** pages for the repository.
3. Copy and paste the link to the **GitHub** pages on the **Student Dashboard > Projects panel** against the correct Class Number.

REMEMBER... If you struggle, you develop - never stop for any reason!!!

After submitting your project your teacher will send you feedback on your work.

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