

## INSTRUCTIONS:

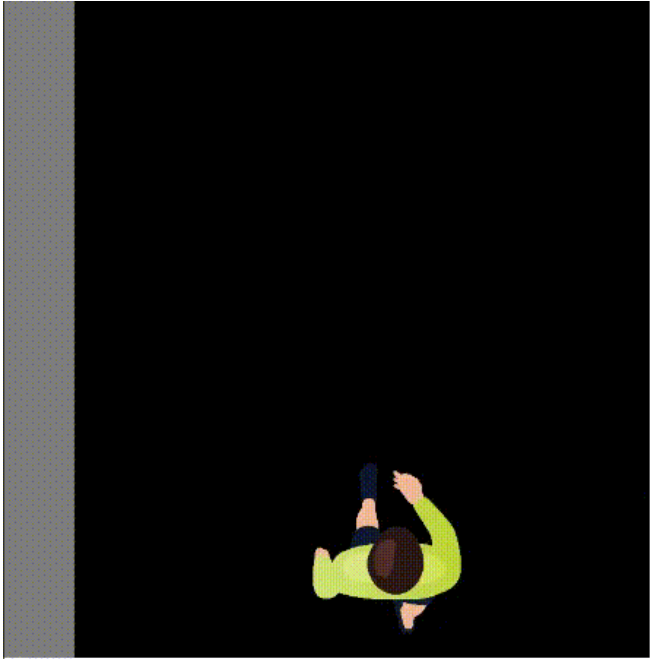
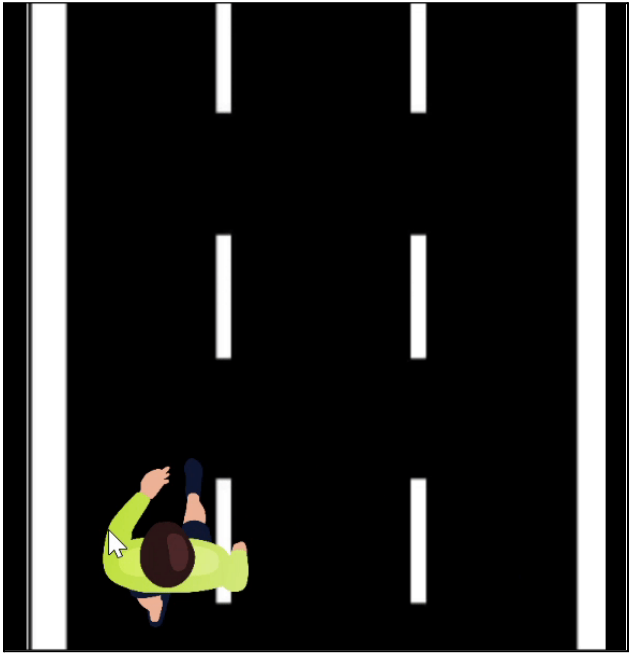
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### Goal of the Project:

In Class 11, we have learned how to indent code and use the console to display the live position of an object. Using the visible property of the ground, we made the ground invisible too.

### Story:

Jaxon was watching a running race on a sports channel on television; this inspired him to build a Racing Game. This racing game will have a player and an infinitely moving background. Help Jaxon create a well-indented code.

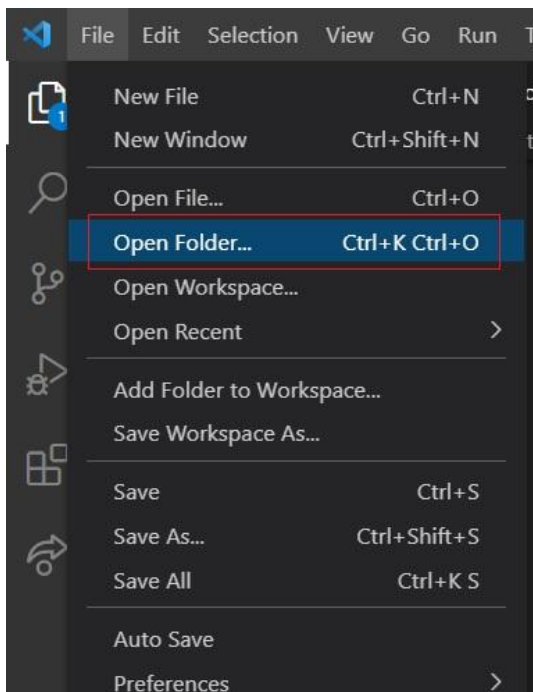
Project Template Output	Project Expected Output
	

## Getting Started:

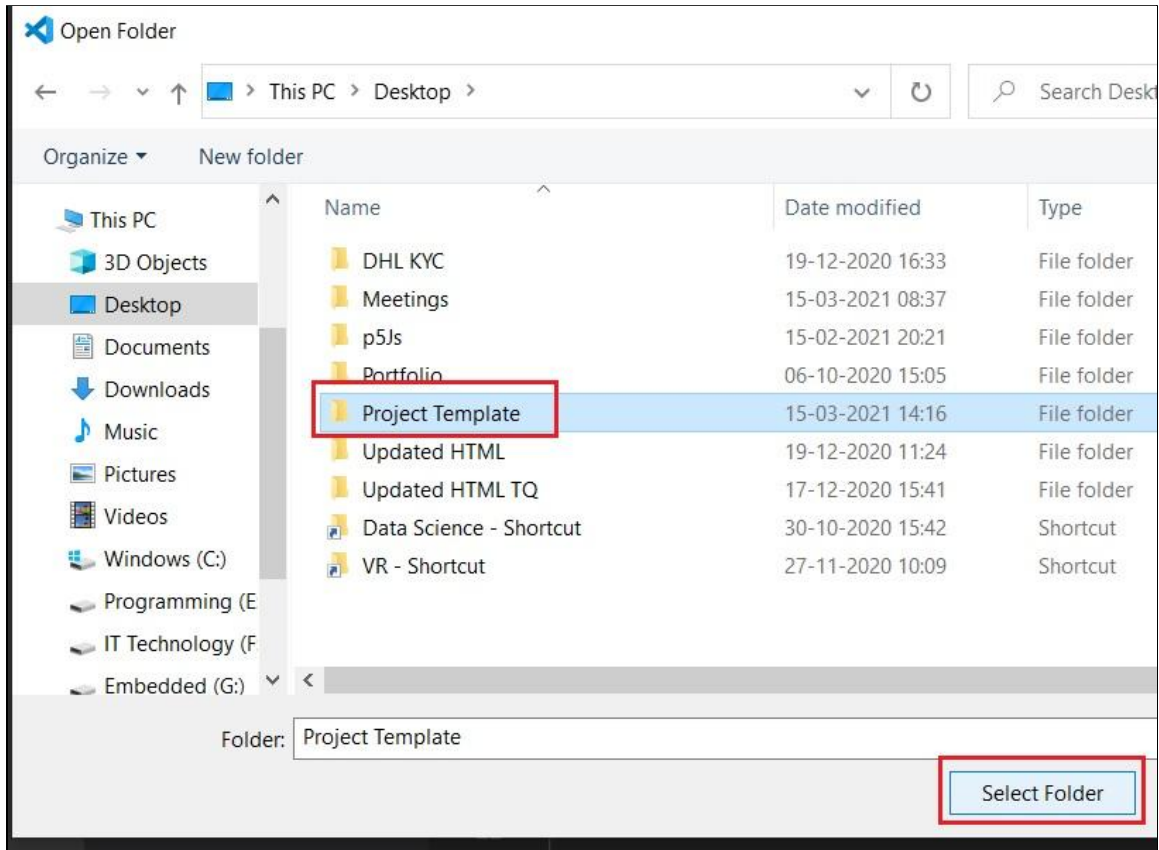
1. Click on the following link: [Project template.](#)
2. Download the zipped folder.
3. UnZip the folder and save as **Project 11**.
4. Open VS code editor.



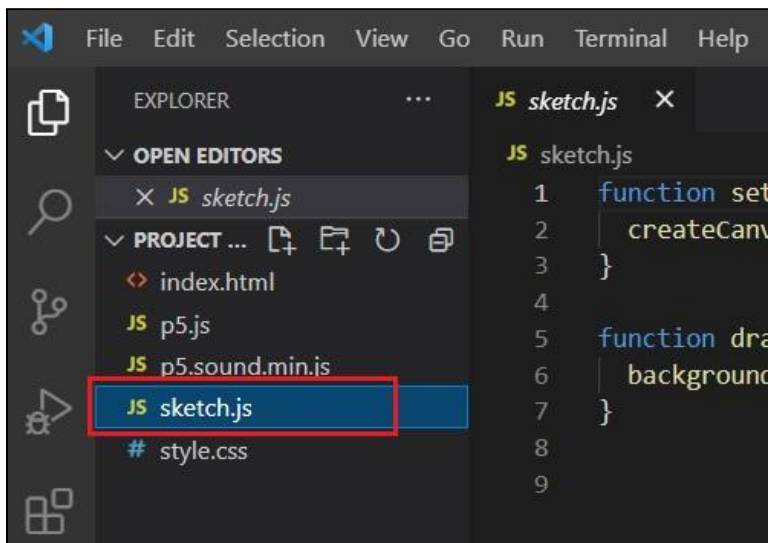
5. Click on “File”.
6. Click on “Open Folder”.



7. Select your Project Template folder/Project11.



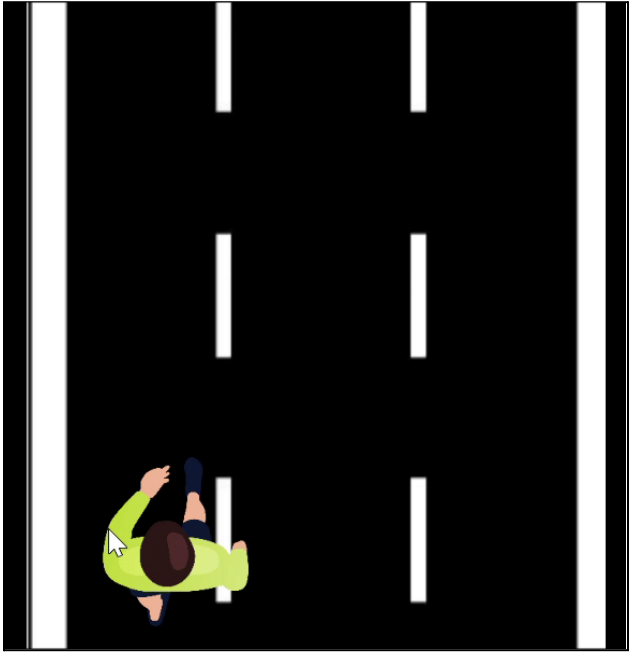


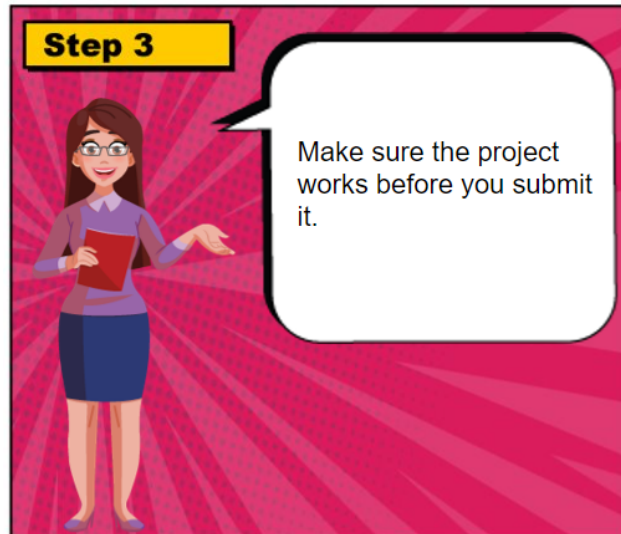
8. Start writing code in the **sketch.js** file.



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 Block
<div> <div>Step 1</div>  <p>In <b>sketch.js</b>, uncomment the correct <b>indented code</b> for the if block.</p> </div>	<pre> /*if(path.y &gt; 400 ){   path.y = height/2; }*/  /*if(path.y &gt; 400 ){    path.y = height/2; }*/  /*if(path.y &gt; 400 ){   path.y = height/2;}*/  /*if(path.y &gt; 400 ){path.y = height/2;}*/ </pre>
<div> <div>Step 2</div>  <p>In sketch.js, uncomment the correct line of code to make the left boundary invisible.</p> <pre> // leftBoundary.invisible = false; // leftBoundary.visible = true; // leftBoundary.invisible = true; // leftBoundary.visible = false; </pre> </div>	



### 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...** Try your best, that's more important than being correct.

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

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