

INSTRUCTIONS:

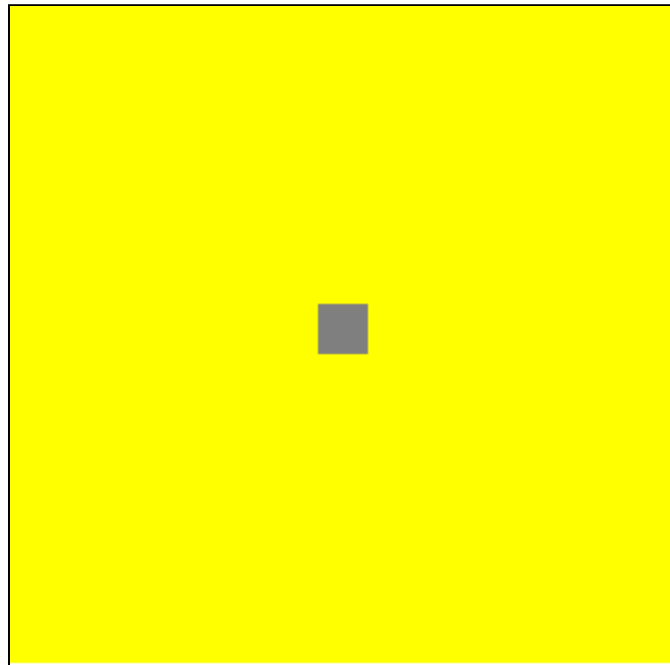
Goal of the Project:

In Class 9, you have learned how to move the sprite using the **keyIsdown()** function. In this project you will learn how to change the color of canvas by pressing a keyboard key.

Story:

Johanna wants to create a game in which she wants to keep an option for changing background color while running the project. Can you help Johanna to create a background color changer?

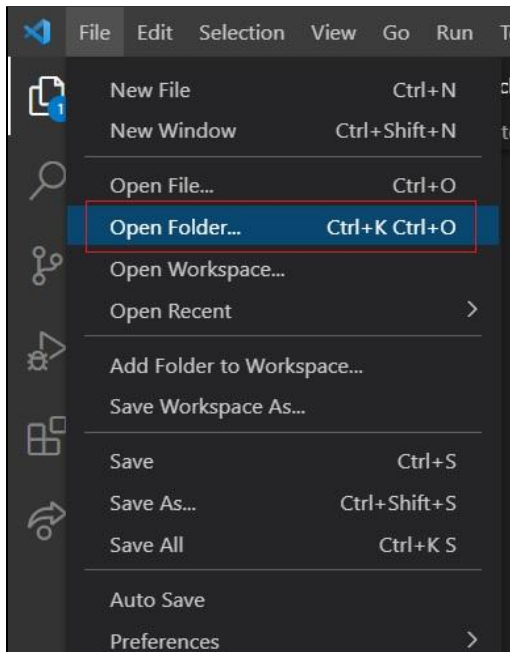
Following is the output of this in action:



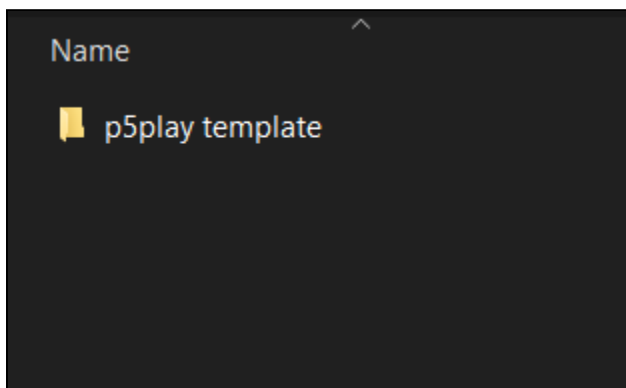
***This is just for your reference. We expect you to apply your own creativity in the project.**

Getting Started:

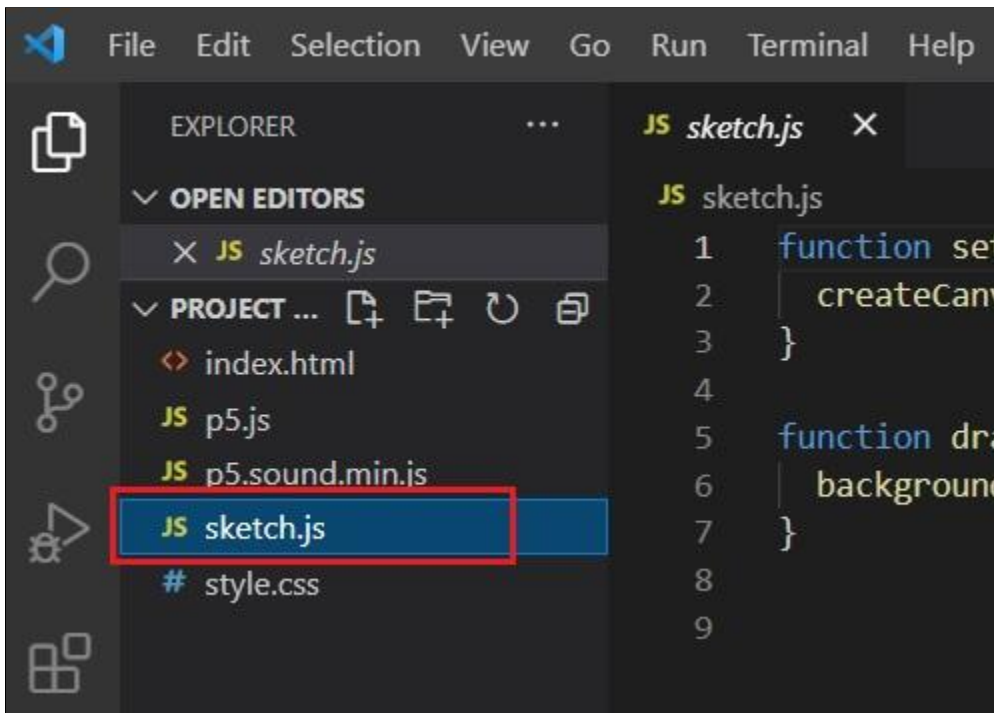
1. Click on the following link: [Project Template](#) and download.
2. Open VS code editor.
3. Click on “File”.
4. Click on “Open Folder”.



5. Select your project template folder.

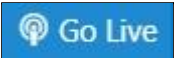


6. Start writing code in the **sketch.js** file.



7. 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:

1. In function draw():
 - Write the condition to detect key press using **keydown()** function.
 - Change the background color when a certain key is pressed.
2. Change to a different color based on which key is pressed out of 4 arrow keys.
3. Click on  once to check if it is working.

Submitting the Project:

1. Click on “**Save**” under the **File menu** to save your project or **Command+s on Mac** and **CTRL+s on Windows** systems.
2. Save your project and upload it on GitHub.
3. Copy the GitHub link and submit it in the Student Dashboard Projects panel against the correct class number.

Hints for the project:

1. Detect the key pressed using **keyIsDown()** function.

```
if (keyIsDown(DOWN_ARROW))  
{  
  
}
```

2. Set the background color when the key is pressed.

```
if (keyIsDown(DOWN_ARROW))  
{  
    background('red');  
}
```

***SAVE** all the changes made to the project and **SUBMIT** the shareable link in the Student Dashboard Projects panel against the correct class number.

REMEMBER... People learn by reading, observing, and trying again. Keep learning!!!
After submitting your project your teacher will send you feedback on your work.

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