

**INSTRUCTIONS:****Goal of the Project:**

In Class 5, you learned about events and how to use events to trigger outcomes.

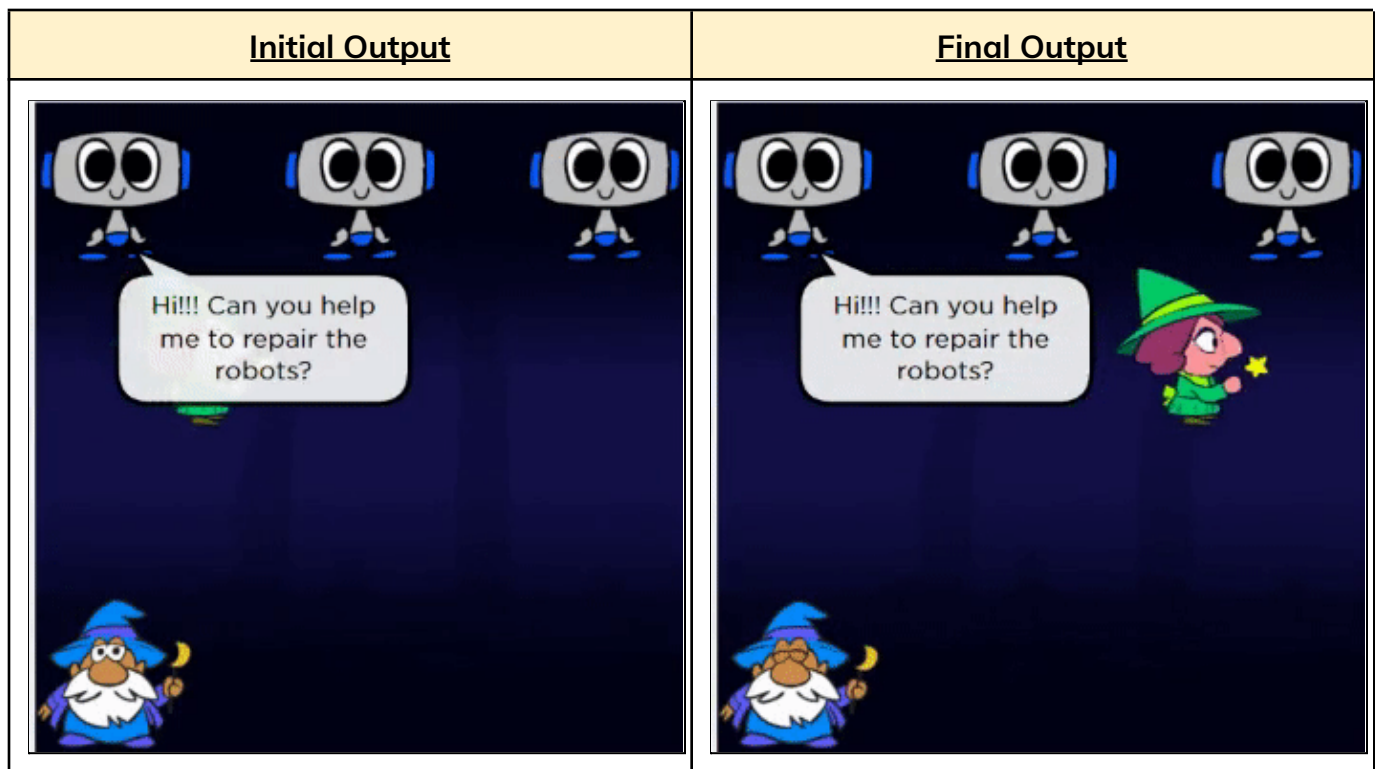
In this project, you will have to practice and apply what you have learned in the class and help wizard to fix the robots.

**Story:**

The Robots need to be fixed and only the wizard with the magical powers can fix them. You need to help the wizard to fix the robots by controlling the movement of the wizard using the arrow keys.

Be Careful! Don't let the witch touch the wizard, else the wizard will be sent down.

Go ahead and try now! It will just take 30 minutes to complete this project.




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

### Getting Started:


1. Login to [code.org](https://code.org).



2. Click  to open [Project Template](#).
3. Click the **Remix** button.
4. Rename the project to **Project 5** and click the **Save**.

### Algorithm to Complete the Project:

As you can see, game characters like robots, wizard, and witch are already created for you.


Tasks to be done	Expected Output
<div data-bbox="248 1108 873 1648"> <p><b>Step 1</b></p> <p>Move the <b>wizard</b> in all four directions (<b>left / right / up / down</b>).</p> <pre> when up arrow   move actor 10 down 10 pixels  when left arrow   move actor 10 right 10 pixels  when down arrow   move actor 10 up 10 pixels  when right arrow   move actor 10 left 10 pixels           </pre> </div>	

### Step 2

When the **wizard** (actor 10) touches any of the **robot** (actor 1 /actor 2 /actor 3), display a message “Great! Robo is fixed”.


```

when actor 10 touches actor 2
  actor 2 say "Great! Robo is fixed." for 3 seconds
when actor 10 touches actor 1
  actor 1 say "Great! Robo is fixed." for 3 seconds
when actor 10 touches actor 3
  actor 3 say "Great! Robo is fixed." for 3 seconds
  
```



### Step 3

Click **Run** once to check if the code is working correctly.



**\*DO NOT CHANGE the position and the IDs of the labels and buttons given in the Project Template.**

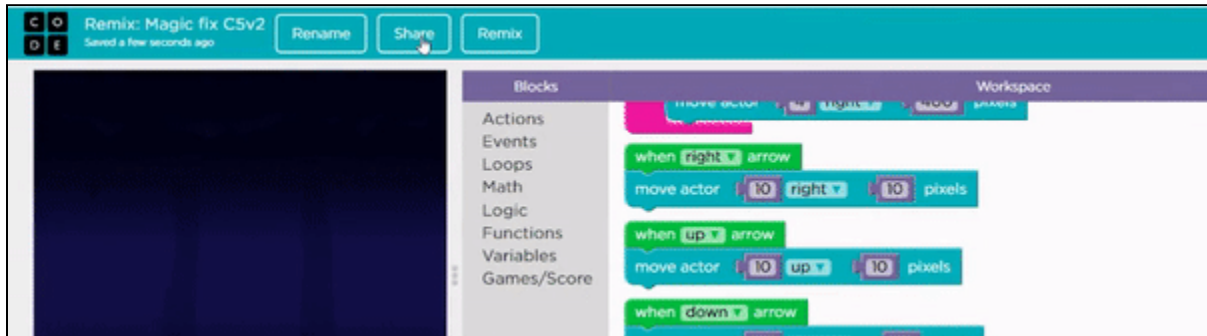
\*Refer to the images given above for reference.

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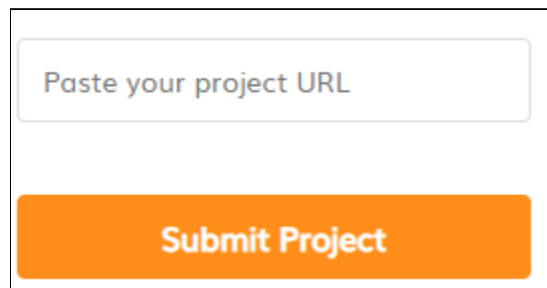
...

### Submitting the Project:

1. Click **Share** to generate a shareable link.



2. **Paste the URL** on the **Student Dashboard > Projects** panel against the correct Class Number.

A form for submitting a project. It consists of a light gray rectangular box with a rounded top. Inside the box, at the top, is a text input field with the placeholder text 'Paste your project URL'. Below the input field is a large orange button with the text 'Submit Project' in white.

**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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