Student: Stuti

PRO-C27: EPIC ARCHERY STAGE 6 Completed

s 27, You Saw How To Use Animated Sprites And Create Your Own Animated Sprites To Make The Game More Fun d Attractive. In This Project, You Will Add A Trajectory Path For The Arrow To Make It More Fun And Attractive.

f the Project:

ass 27, you saw how to use animated sprites and create your own animated sprites to e the game more fun and attractive. In this project, you will add a trajectory path for arrow to make it more fun and attractive.

s is a continuation of Projects 22, 23, 24, 25 & 26. Make sure to complete those before mpting this one.

ery is one of the oldest arts which is still practiced. After reading the information about ery in a book, your friend Georgie wants to play Archery. To give him a virtual erience, you want to use your coding expertise and physics engine concepts to create an ery game for him.

a trajectory path for the arrow to make it more fun and attractive.

Project Template Output

Project Expected Output

s is just for your reference. We expect you to apply your own creativity to the project.

g Started:

. Use the template on GitHub , available for download on this link.
. Unzip this folder.

Project Completion

Project Solution

Project Links

Latest Submission

Open Link

Previous Submission

7th Feb 2022 Open Link

Class Summary

This project is based on your last class PRO-C27

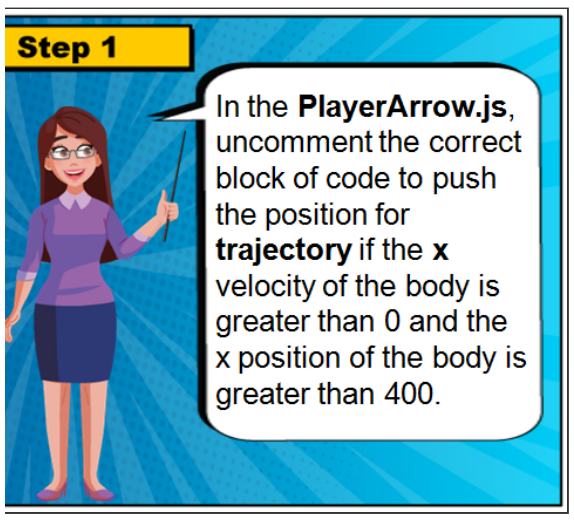
View Class Summary

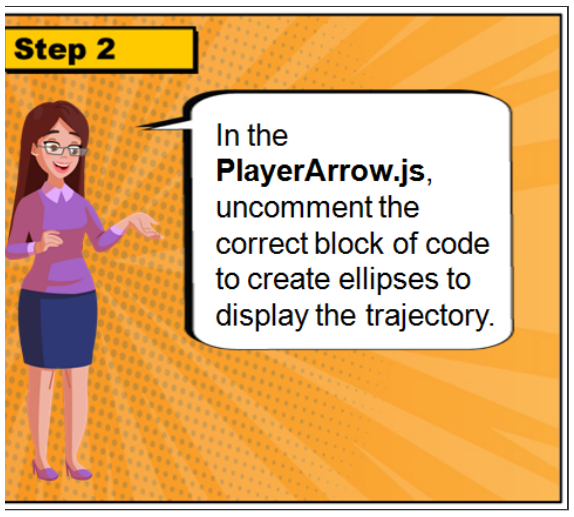
Queries & Feedback

. Rename the unzipped folder as **Project 27**.
. Import this folder into **VS Code**.
. Start editing your code in **PlayerArrow.js**.

: Tasks to complete the Project:

Steps	Code Blocks

	`/*if (this.body.velocity.x > 0 && this.body.position.x > 400) { var position = [this.body.position.x, this.body.position.y]; this.trajectory.push(position); }*/`
	`/*if (this.body.velocity.x > 0 || this.body.position.x > 400) { var position = [this.body.position.x, this.body.position.y]; trajectory.push(position); }*/`
	`/*if (this.body.velocity.x < 0 && this.body.position.x < 400) { var position = [this.body.position.x, this.body.position.y]; this.trajectory(position); }*/`
	`/*if (this.body.velocity.x > 0 this.body.position.x > 400) { var position = [this.body.position.x, this.body.position.y]; this.trajectory.push(); }*/`

	`//ellipse(this.trajectory[0], this.trajectory[1], 5, 5);`
	`//ellipse(trajectory[i][0], trajectory[i][1], 5, 5);`
	`//ellipse(this.trajectory[i][0], this.trajectory[i][1], 5, 5);`
	`//ellipse(this.trajectory(i)(0), this.trajectory(i)(1), 5, 5);`

:ting the Project:

. Create a new repository named **"Project 27"**.
. **Upload** your completed project to your **GitHub** account.
. Copy and paste the link to the **GitHub** repository on the **Student Dashboard > Projects panel** against the correct Class Number.