INSTRUCTIONS:
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Goal of the Project:

In Class 28, you added the sounds, game over text and scoring functionality to the game. In this project, using similar concepts, you need to add score & game over features to this game.

* This is a continuation of Project 22, 23, 24, 25, 26 & 27. Make sure to complete that work before attempting this one.

Story:

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

You have done an excellent job so far. Now, you need to add game over text & score to this game to make it more fun and attractive.

Project Template Output

Project Expected Output

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

Getting Started:
1. Use the template from GitHub, available for download on this link.
2. Unzip this folder.
3. Rename the unzipped folder as **Project 28**.
4. Import this folder into **VS Code**.
5. Start editing your code in **PlayerArrow.js**.

Specific Tasks to complete the Project:

Steps	Code Blocks

Step 1 — In **sketch.js**, uncomment the correct block of code to write a condition to check if arrows collide with the boards then increase the score by 5.	```/*if (board1Collision || board2Collision) {\n score += 5;\n}*/```
	
	```/*if (board1Collision.collided && board2Collision.collided) {\n score += 5;\n}*/```
	
	```/*if (board1Collision.collided || board2Collision.collided) {\n score += 5;\n}*/```
	
	```/*if (board1Collision.collided || board2Collision.collided) {\n score = 5;\n}*/```

Step 2 — In **sketch.js**, uncomment the correct block of code to call the **gameOver()** function in the **draw()** function if the number of arrows is equal to zero.	```/*if (numberOfArrows == 5) {\n gameOver();\n}*/```
	
	```/*if (numberOfArrows == 0) {\n gameOver();\n}*/```
	
	```/*if (numberOfArrows = 0) {\n gameOver();\n}*/```
	
	```/*if (numberOfArrows == 0) {\n gameOver;\n}*/```

Submitting the Project:

1. Create a new repository named **"Project 28"**.
2. **Upload** your completed project to your **GitHub** account.
3. Copy and paste the link to the **GitHub** repository 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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