#### **PROFESSIONAL**

#### HOT AIR BALLOON II

#### **INSTRUCTIONS:**

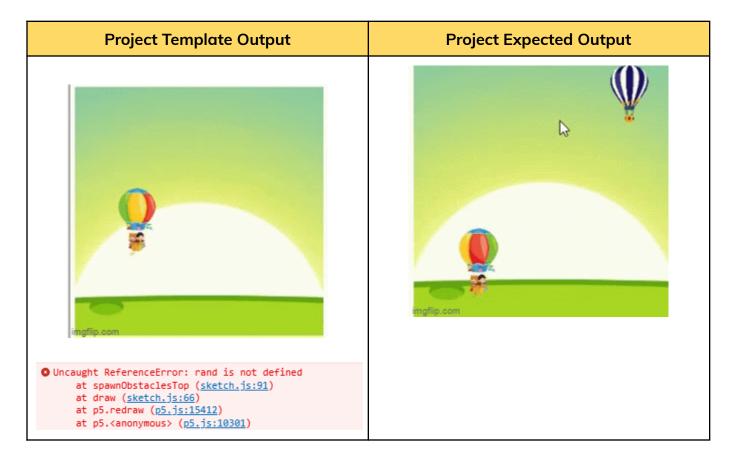
\_\_\_\_\_

#### Goal of the Project:

In Class 51, we are going to implement the concept learned previously to build the additional feature to our Hot Air Balloon game. We are going to use the method of uncommenting where the code template is given already. We need to choose the right code from the block of code.

#### Story:

Georgie and friends created a new game called Hot Air balloon, being inspired by the ride they went on recently in a hot air balloon. Georgie made the Hot Air balloon stay in the air by pressing the spacebar and added the concept of gravity to make it pull down.



<sup>\*</sup>This is just for your reference. We expect you to apply your own creativity to the project.

#### **PROFESSIONAL**

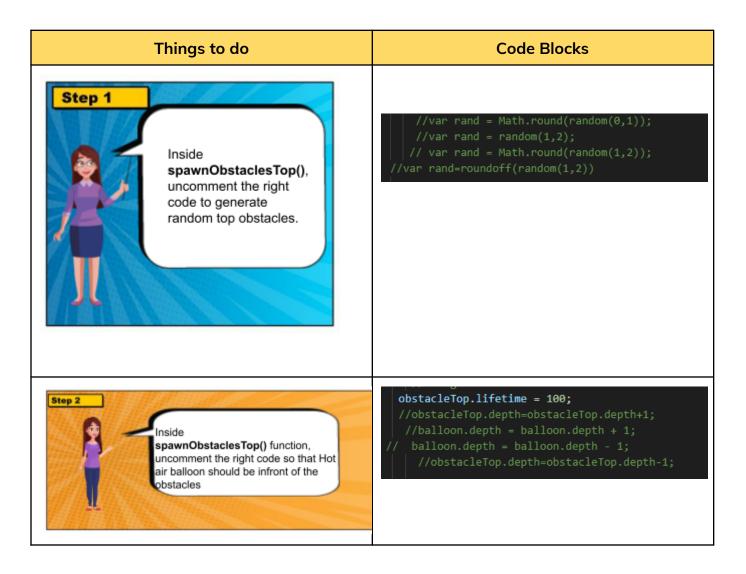
#### HOT AIR BALLOON II

### **Getting Started:**

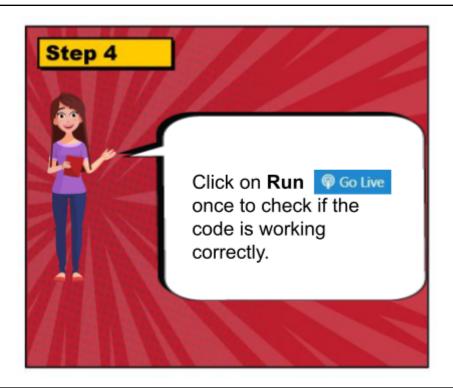
- 1. Download the code from the link.
- 2. Unzip the folder.
- 3. Rename it as Project 51.
- 4. Import this folder into VS Code.
- 5. Start editing your code in **sketch.js**.

## Find the missing blocks to complete the Project:

# Specific Tasks to complete the Project:







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

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

\_\_\_\_\_ xxx \_\_\_\_ xxx \_\_\_\_ xxx \_\_\_\_ xxx \_\_\_\_ xxx \_\_\_\_