#### THE HOT AIR BALLOON I

#### **INSTRUCTIONS:**

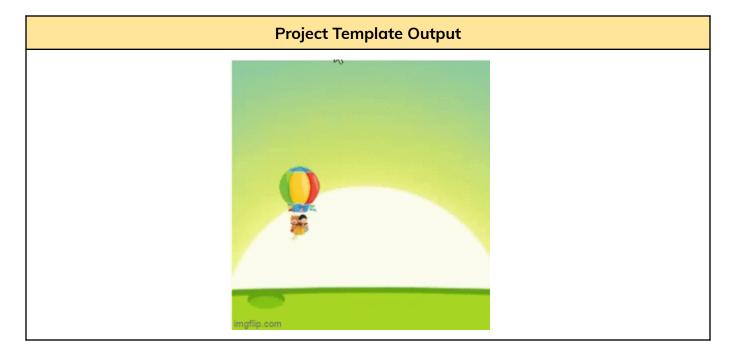
#### Goal of the Project:

In Class 50, we are going to implement the concept learned previously, to solve the bugs in the Hot Air Balloon project. We will also learn to add new functionality to the game.

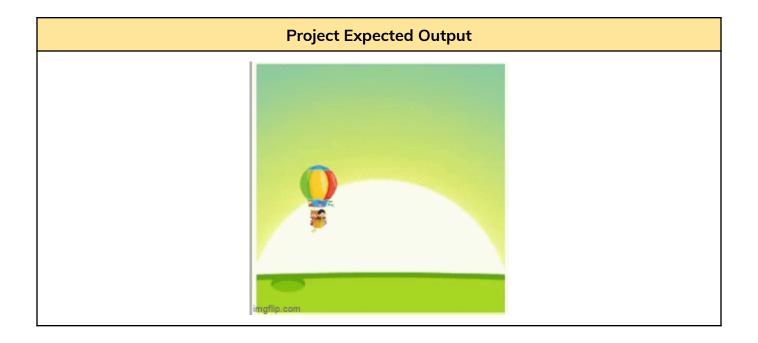
#### Story:

Georgie and her friends went on a ride in a hot air balloon. She created a new game inspired by their ride. Georgie made the hot air balloon stay in the air by pressing the spacebar key. She added the concept of gravity to make it pull down. But the project was not working as expected. You have to perform the following two tasks to complete the project.

- 1. Right now, the hot air balloon is not rotating. You have to make the hot air balloon rotate as shown in the **project expected output**. Make the necessary changes in the **sketch.js** file, inside the **loadAnimation()** function.
- 2. Inside the **draw()** function of the **sketch.js** file, change the direction of the balloon movement. Also, change the gravity in the **draw()** function to make the balloon move upward when the **spacebar** key is pressed.



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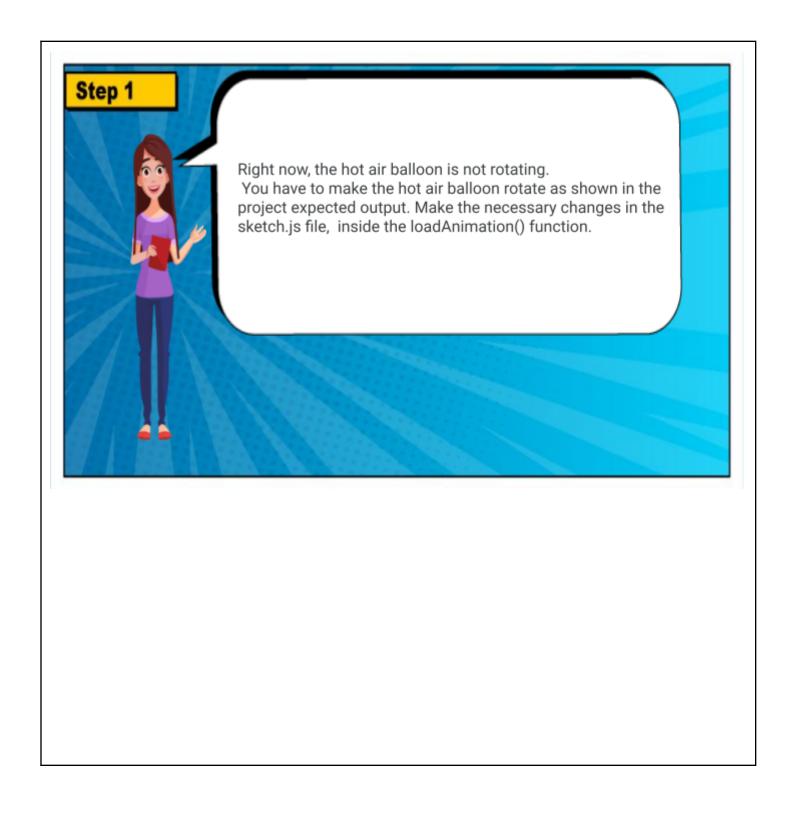
\*This is just for your reference. We expect you to apply your own creativity to the project.

## **Getting Started:**

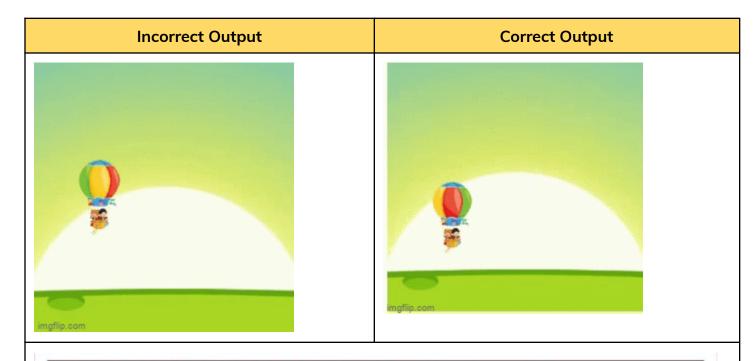
- 1. Download the code from the <u>link</u>.
- 2. Unzip the folder.
- 3. Rename it as **Project 50**.
- 4. Import this folder into **VS Code**.
- 5. Start editing your code in the **sketch.js** file.

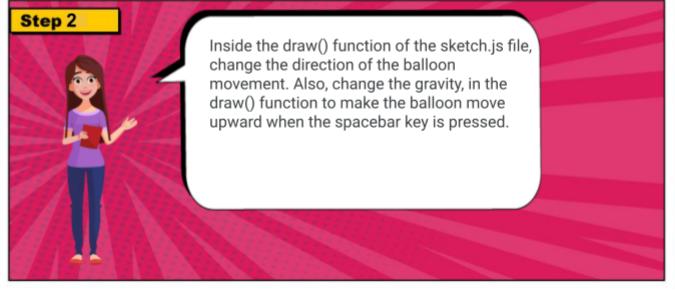
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## Specific Tasks to Complete the Project:

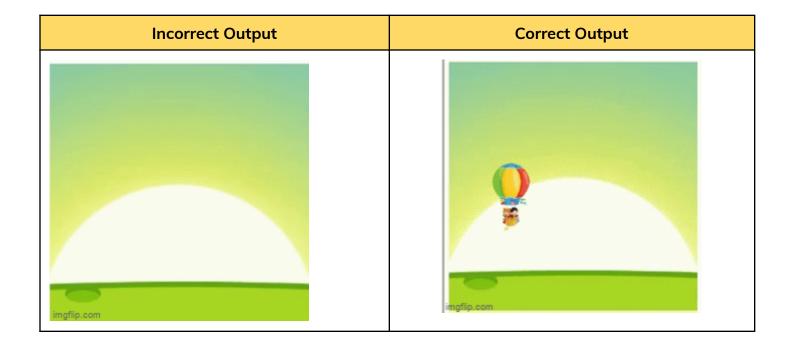


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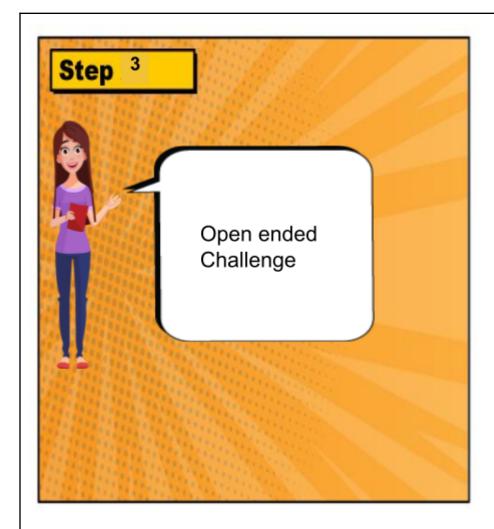




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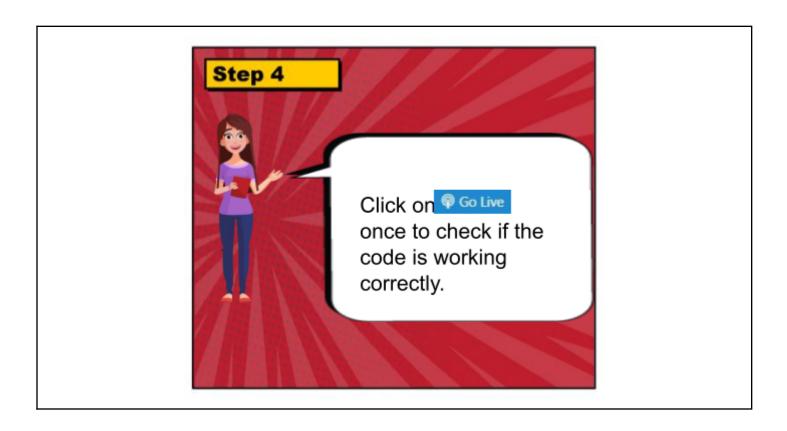


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**NOTE:** The students are supposed to think and come up with their own challenge to complete the game.

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#### 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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