

PROFESSIONAL

THE HOT AIR BALLOON III

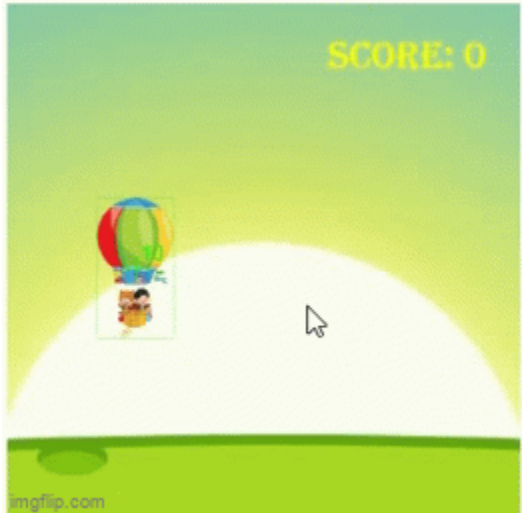
INSTRUCTIONS:

Goal of the Project:

In Class 52, we are going to implement the concept learned previously, to solve the missed code from the Hot Air Balloon project. We will also learn to add new functionality to the game.

Story:

Georgie wanted to add more challenges to her Hot air balloon project. She has created the obstacles and if in case the obstacle collides with the balloon gameState needs to be changed as End and when we press the reset() function the game needs to restart again.

Project Template Output	Project Expected Output
<pre>▲ ▶ The AudioContext was not allowed to start. It must be resumed (or created) after a user gesture on the page. p5.sound.m ▲ ▶ The AudioContext was not allowed to start. It must be resumed (or created) after a user gesture on the page. p5.sound.m Did you just try to use p5.js's exp() function? If so, you may want to use expm2() instead. For more details, see: https://github.com/processing/p5.js/wiki/Frequently-Asked-Questions#why-cant-i-assign-variables-using-p5-functions-and-before-setup ✖ Uncaught SyntaxError: Unexpected token ')' sket Live reload enabled. ✖ Failed to load resource: the server responded with a status of 404 (Not Found) :5500/favicon > </pre>	

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

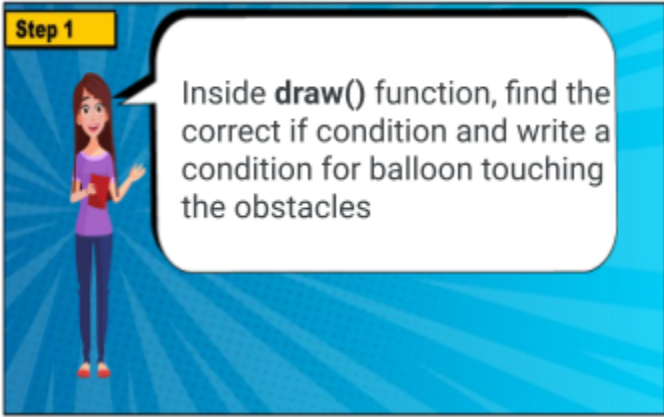
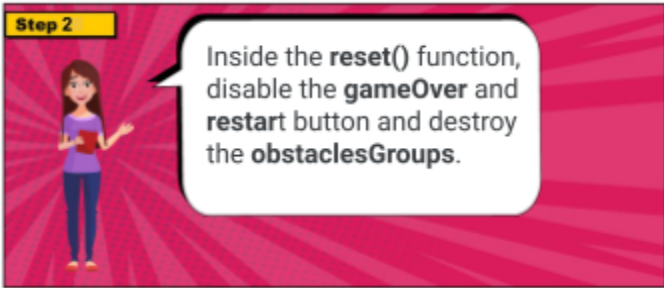
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Getting Started:

1. Download the code from the [link](#).
2. Unzip the folder.
3. Rename it as **Project 52**.
4. Import this folder into **VS Code**.
5. Start editing your code in the **sketch.js** file.

Specific Tasks to complete the Project:

The following table highlights the missing code in the project template. Follow the instructions for each task and complete the code by adding the missing instructions.

Things to do	Code blocks
<div> <div>Step 1</div>  <p>Inside draw() function, find the correct if condition and write a condition for balloon touching the obstacles</p> </div>	<pre>//condition for END state //Write a condition for balloon touching if() { gameState = END; }</pre>
<div> <div>Step 2</div>  <p>Inside the reset() function, disable the gameOver and restart button and destroy the obstaclesGroups.</p> </div>	<pre>function reset() { //Change the gameState to play //Disable gameOver and restart button //Destroy topObstaclesGroup and bottomObstaclesGroup score=0; }</pre>

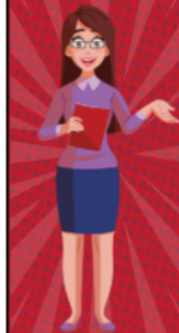
Step 3



Inside **score()** function, increment the score and display the score

```
function Score()
{
    if(balloon.isTouching(barGroup))
    {
        //increment the score by 1
    }
    textFont("algerian");
    textSize(30);
    fill("yellow");
    //Display the score
}
```

Step 4



Make sure that the project works before you submit it.

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

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

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