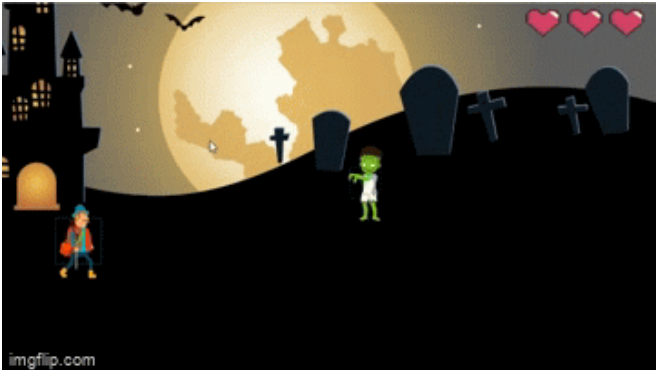


SHOOT THE ZOMBIE III

Goal of the Project:

Story:

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

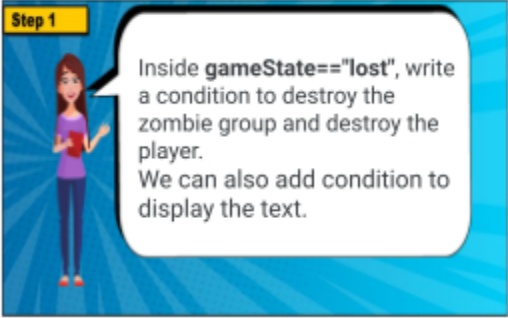
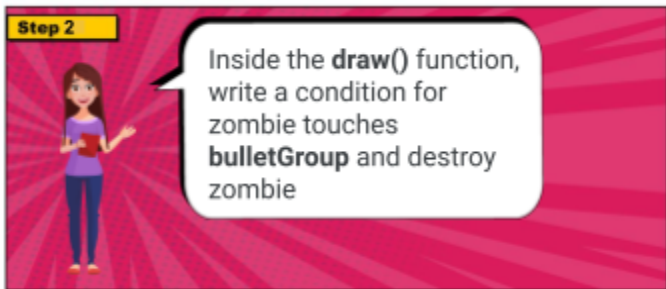
***This is just for your reference. We expect you to apply your own creativity to the project.**

Getting Started:

1. Download the code from the [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
<p>Step 1</p>  <p>Inside gameState=="lost", write a condition to destroy the zombie group and destroy the player. We can also add condition to display the text.</p>	<pre>if(gameState == "lost"){ textSize(100) fill("red") //use text to display you lost //destroy zombie group //destroy player }</pre>
<p>Step 2</p>  <p>Inside the draw() function, write a condition for zombie touches bulletGroup and destroy zombie</p>	<pre>//write a condition for zombiegroup touches bulletGro if(){ //destroy zombie bulletGroup.destroyEach() }</pre>

SHOOT THE ZOMBIE III

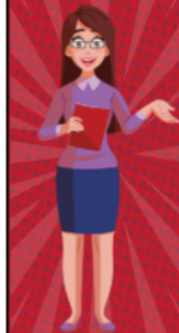
Step 3



Decrease the life by 1 as soon the zombie touches the player

```
if(zombieGroup.isTouching(player)){  
    for(var i=0;i<zombieGroup.length;i++){  
        if(zombieGroup[i].isTouching(player)){  
            zombieGroup[i].destroy()  
            //Decrease the life  
        }  
    }  
}
```

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.

xxx

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xxx

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