

INSTRUCTIONS:


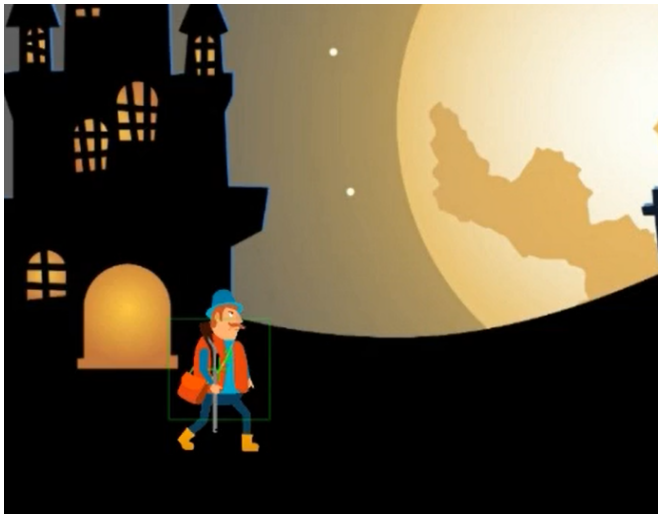
Goal of the Project:

In Class 50, we will implement the concept learned previously to build the **Shoot the Zombie** game. We will use the method of uncommenting, where the code template is already given. We need to choose the right code from the block of code.

Story:

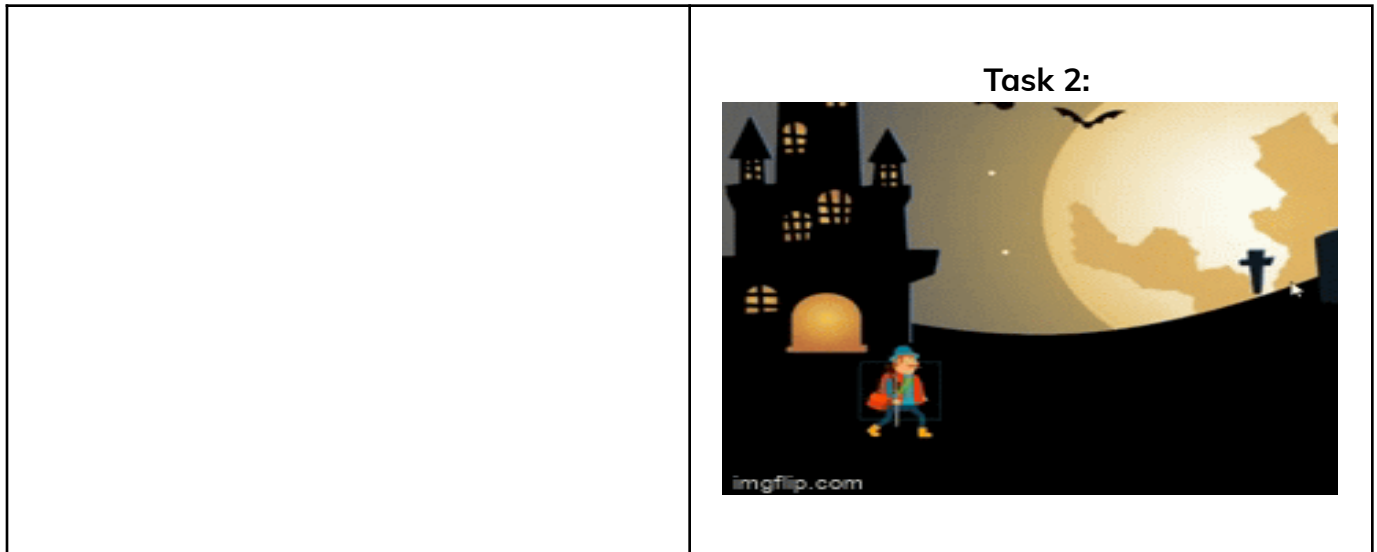
Mark designed a video game for zombie killers. In this game, Mark will shoot the zombie when the spacebar key is pressed. He can move upward and downward using the arrow keys. But Mark has issues in the game. You have to help him resolve the issues. By achieving the following tasks, you'll help Mark to resolve the issues in the game.

1. **Task 1:** In the **sketch.js** file, inside the **setup()** function, uncomment the correct code from the available option to display the collider radius (a light square is visible around the character in **Task 1** output).
2. **Task 2:** In the **sketch.js** file, uncomment the correct statement to achieve the expected output. In the output, the player should stand back after jumping and put the gun to rest when we aren't pressing the spacebar key.

Project Template Output	Project Expected Output
 <pre>✖ Failed to load resource: the server responded with a status of 404 () ✖ Uncaught TypeError: Cannot read properties of undefined (reading 'touches') at p5._updateTouchCoords (p5.js:59561) at p5._updateNextTouchCoords (p5.play.js:265) at p5._mousedown (p5.play.js:302)</pre>	<p>Task 1:</p> 

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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 [link](#).
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.

Find the missing blocks to complete the Project:

Specific Tasks to complete the Project:

Things to do	Code Blocks
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Step 1



In **sketch.js**, inside **setup** function **uncomment** the right **code** to display the **collider** radius.

```
//player.debug = true  
// player.debug = false  
// player.Debug =false  
// Player.debug = true  
  
//player.Collider("rectangle",0,0,300,300)  
//player.setcollider("rectangle",0,0)  
// player.setCollider("rectangle",0,0,300,300)  
// player.Setcollider("rectangle",0,0,300,300)
```

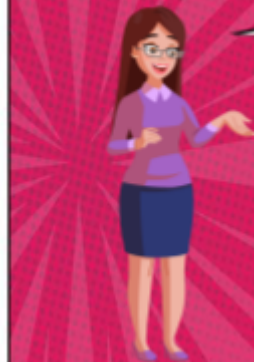
Step 2



In **sketch.js**, uncomment the correct statement to change the player back to original standing image once we stop pressing the space bar

```
//player.addImage( shooter_shooting )  
// player.addImage()  
// player.addImage(shooterImg)  
//player.addImage(shooter_1.png)
```

Step 3

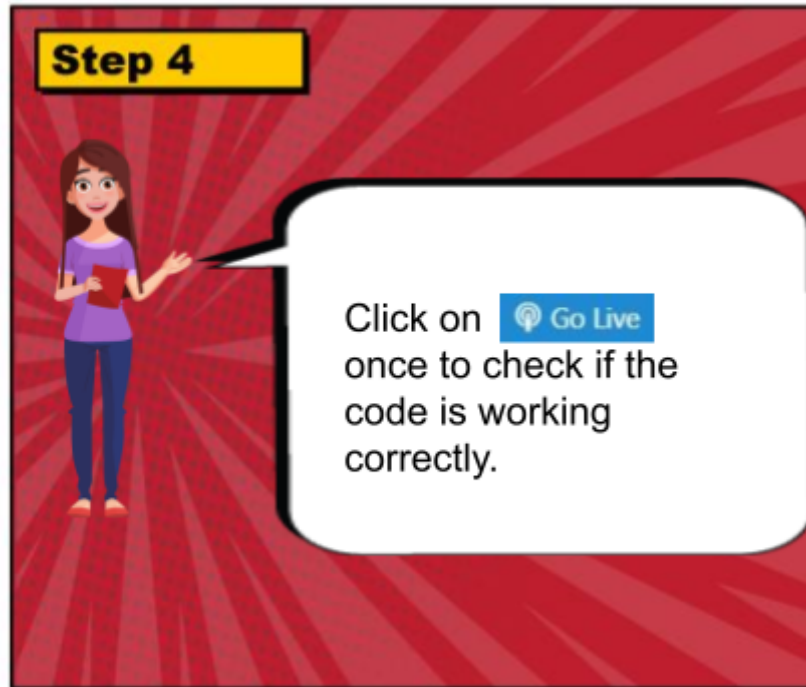


Open ended
challenge

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



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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