

## PROFESSIONAL

# SHOOT THE ZOMBIE II

## INSTRUCTIONS:

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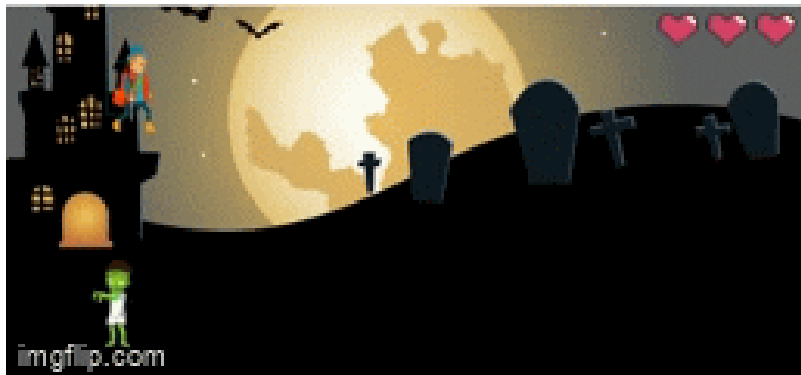
### Goal of the Project:

In Class 51, we are going to implement the concept learned previously to solve the bugs in the shoot the zombie. We will also learn to add new functionality to the game.

### Story:

Mark designed a video game for zombie killers. He wishes to add more challenges to the game. He wanted to make the zombie appear randomly and whenever the zombie collides with the player, the zombie needs to be disappeared. But Mark is facing some issues with the project, can you help Mark in clearing the errors in the project.

### Project Template Output



```
✖ Uncaught TypeError: zombieGroup[i].bounceoff is not a function    sketch.js:99 ⓘ  
    at draw (sketch.js:99)  
    at p5.redraw (p5.js:56194)  
    at p5.<anonymous> (p5.js:49849)  
  
✖ Uncaught TypeError: Cannot read properties of undefined    p5.js:59561 ⓘ  
    (reading 'touches')  
    at p5._updateTouchCoords (p5.js:59561)  
    at p5._updateNextTouchCoords (p5.play.js:265)  
    at p5._onmousedown (p5.play.js:302)
```

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### Project Expected Output



**\*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 51.
4. **Import** this folder **into VS Code**.
5. Start editing your code in **sketch.js**.

Specific Tasks to complete the Project:

### Step 1



Inside the **enemy()** function, find the bug in the code to make the zombie to appear randomly in X and Y position.

### Incorrect Output



### Correct Output



**Step 2**



Inside **draw()** function, change the code to destroy zombie when player touches it as shown in the expected output.

Incorrect Output



Correct Output



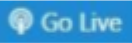
**Step 3**



Open  
ended  
challenge

**Step 4**



Click on  Go Live  
once to check if  
the code is  
working  
correctly.

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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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